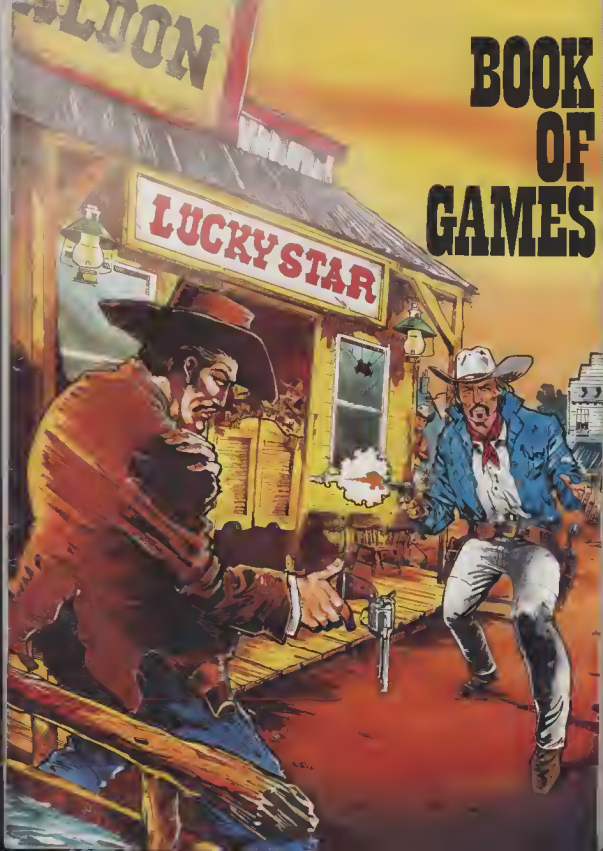


BOOK OF GAMES



CONTENTS



A WORD FROM THE EDITOR

Welcome to the son of the son of the son of The Book of Games!

Once again we've raided our vast vaults of readers' software to bring you a bumper bundle of entertaining and interesting games for all the top home computers.

If you got a micro for Christmas then this Book of Games will provide an invaluable source of games for your new machine. If you've had your micro for some time then these listings might give you a few new ideas for your own games programs!

All the games have been tried and tested by our team of reviewers so bugs should be few and far between — but if you have any problems, don't hesitate to call C&VG's Bug Hunter who will attempt to help solve your problems.

In the meantime, enjoy playing the games — and remember C&VG is always on the lookout for new and original games listings. If you have a game you think we might be interested in then send us a tape, full written details about the game and a listing if you've got a printer. Watch C&VG for our special software form for more details.

GOLD RUSH (SPECTRUM)	3
Have you got the nerve to join the biggest hunt for gold the West has ever seen. Be warned — you will have to be as free with your gun as you are with your shovel.	
HUNCHBACK RESCUE (ELECTRON)	6
Help Quasimodo escape from the guards of the Notre Dame and rescue his sweetheart, the beautiful Esmerelda.	
DIVER (VIC 20)	12
There's a fortune of gold waiting at the bottom of the sea for some daring fortune seeker to discover it. Feeling brave?	
PLANET LANDER (VIC 20)	14
A routine exploration mission has gone badly wrong. Can you take the controls of the ailing space ship and guide her through an asteroid belt to safety on a nearby planet?	
CHOPPER COMMAND (DRAGON)	18
An aeroplane is in serious difficulties over enemy territory. Only your skill as a chopper pilot can save the crew!	
BRICKIE (SPECTRUM)	24
Brains as well as brawn are needed in Brickie if you are to succeed in answering all the questions and blasting your way through the prison wall.	
PURPLE TURTLES (BBC)	29
Getting across a fast flowing river is never easy, especially when you discover that the stepping stones are diving turtles.	
WORLD WAR 1 (BBC)	34
The allied forces have been driven back towards the coast by the Germans. They are completely out of food and ammunition and you must fight off the enemy planes and balloon-ships to deliver the vital supplies.	
COSMIC PYRAMID (SPECTRUM)	39
Try your hand at the Martian version of Solitaire. Played all over the galaxy.	
PIPELINE (COMMODORE 64)	42
It's a race against time to connect all the oil fields together to get the crude oil to a waiting tanker ship.	
MUTANT MUSHROOMS (TEXAS)	44
The planet of Veggie has launched a major attack against Earth. Thousands of mushroom men are descending on the planet and it's up to you — yet again — to save the world.	
YAHTZEE (ATARI)	48
As usual, we managed to slip in a computer version of a board game. This time, Yahtzee experts can pit their wits against their Ataris.	

GOLD RUSH

SPECTRUM

You've staked your claim on some land in the north territory. You're sure that you have struck the richest deposit of gold in the last 50 years.

Unluckily for you, Jimmy the Kid has heard rumours that you are sitting on the biggest gold strike in living memory.

He has ridden on horseback all night to reach the entrance to your newly excavated mine. Jimmy will stop at nothing, not even murder, to take the mine away from you.

You have to defend your mine from Jimmy. The terrain is rocky and covered in prickly cacti giving you some chance to dodge the bullets and jump out and surprise Jimmy with a hail of bullets.

The program is fully documented with REM statements and includes instructions for the game.

```
0:RANDOMIZE : DIM b$(2) DIM
s(2) FOR q=1 TO 2: LET s(q)=0:
NEXT q: LET s=0: GO SUB 9300: 00
SUB 9300
1 REM initialization
2 PRINT #0;"Written by Simon
Johnson 1984" FOR q=1 TO 20: PR
INT AT q,0, INK 1, " ", AT q,31, I
NK 1, " " NEXT q: PRINT AT 0,0
INK 1, " ", AT 21,0, INK 1, " "
5 LET k=+1: DIM p(2): DIM o(2)
: DIM n(2): DIM m(2)
10 LET p(1)=20: LET p(2)=1
15 LET m(1)=1: LET n(1)=0: LET
m(2)=0: LET n(2)=1
20 LET o(1)=1: LET o(2)=30
21 REM random screen objects
25 FOR v=1 TO 30: PRINT AT INT
(RND*19)+1,INT (RND*23)+1, INK
4, "4" NEXT v
26 FOR v=1 TO 3: PRINT AT INT
(RND*19)+1,INT (RND*29)+1, INK 3
, "3" NEXT v
27 FOR v=1 TO 20: PRINT AT INT
(RND*19)+1,INT (RND*29)+1, INK
2, "5" NEXT v
65 LET b$(1)="*" LET b$(2)="*
" PRINT AT p(1),o(1), INK 5, "*"
, AT p(2),o(2), INK 5, "*"
66 PRINT AT 0,0, INVERSE 1, "PL
AYER 1 ",s(1), AT 0,20, "PLAYER 2
",s(2)
67 REM mainframe
71 BEEP : 00001.68
92 LET play=1: LET ink=IN 6348
5 GO TO 3000
120 IF ink=254 THEN GO TO 5000
121 IF play=1 THEN LET play=2
LET ink=IN 49150 GO TO 3000
122 IF play=2 THEN LET play=1
IF ink=254 THEN GO TO 5000
130 IF RND<.2 THEN GO SUB 1000
140 GO TO 71
1000 LET qt=RND: LET h=INT (qt*1
9)+1: LET s=INT (qt*29)+1
1010 IF RND<.5 THEN GO TO 1500
1020 PRINT AT h,q, "*"
1510 PRINT AT h,q, " " RETURN
2000 PRINT AT 0,9, PAPER 0: INK
7:s(1), AT 0,29,s(2): RETURN
2999 REM player movement
```



GOLD RUSH

```

3001 PRINT AT p(play),o(play),"
3015 IF ink=239 AND p(play)+1:21
THEN LET k+=1. GO SUB 4500
3020 IF ink=253 AND o(play)+1:31
THEN LET k+=1 LET b:play)="*"
GO SUB 4000
3025 IF ink=251 AND o(play)+1:1
THEN LET k+=1 LET b:play)="*"
GO SUB 4000
3030 IF ink=247 AND p(play)+1:10
THEN LET k+=1: GO SUB 4500
3031 LET l=p(play) LET m=0(play)
3032 IF ATTA (l,1)=62 THEN BEEP
.01,20. LET s(play)=s(play)+1 GO
O SUB 2000 IF s(play)=20 THEN GO
O TO 9500
3033 IF ATTA (l,1)=59 THEN GO SU
B 3500
3034 IF ATTP (l,1)=60 THEN GO SU
B 3500
3035 IF ATTA (l,1)=58 THEN GO TO
8500
3050 PRINT AT p(play),o(play), I
NK 5,b:play) GO TO 120
3500 LET p(play)=p(play)-m(play)
LET o(play)=o(play)-n(play) A
ETURN
4010 LET o(play)=o(play)+k LET
n:play)=k LET m:play)=0
4020 RETURN
4520 LET p(play)=p(play)+k. LET
n:play)=0 LET m:play)=k
4530 RETURN
4999 REM player shoot movement
5000 LET w=o(play) LET r=p(play)
LET x=w LET t=r LET v=m(pla
y) LET b=n(play) IF b<0 THEN
GO TO 5700
5020 FOR t=r+v TO r+(v+4) STEP v
5040 GO SUB 5300
5070 PRINT AT t,w,"I" BEEP .000
5:30 PRINT AT t,w," " NEXT t
GO TO 121
5700 FOR x=w+b TO w+(b+4) STEP b
5720 GO SUB 5300
5750 PRINT AT r,x,"=" BEEP .000
5:30 PRINT AT r,x," " NEXT x
GO TO 121
5799 REM check if shot hit
something
5800 LET o2=t LET p2=x IF ATTA
(o2,p2)=58 THEN GO TO 8100
5810 IF ATTA (o2,p2)=61 THEN PAI
NT AT r,t," " GO TO 7200
5820 IF ATTA (o2,p2)=59 THEN LET
j=2 BEEP .05,10 BEEP .05,15
PRINT AT o2,p2," " GO TO 7000
5830 IF SCREENS (o2,p2)<" " THE
N PRINT AT r,t," " GO TO 130
5840 RETURN
6999 REM work out which player
is dead
7000 LET play=play+1 IF play=3
THEN LET play=1
7001 LET y=p(play) LET s=o(play)
7002 IF j=2 THEN GO TO 8500
7009 REM print deterioration of
player

```

```

7010 FOR c=10 TO -10 STEP -1. PA
INT OVER 1,AT y,s,CHAR (84+INT (
AND*26)) BEEP .05,c NEXT c GO
TO 8540
7999 REM movement of indian
8000 FOR q=r+(1-r)+m(play) TO r
STEP m:play)
8010 PRINT AT q,w,"*" BEEP .1,9
O 8500
8100 PRINT AT o2,p2," "
8101 IF o2<p(play) THEN LET o2=o
2+1
8102 IF o2>p(play) THEN LET o2=o
2-1
8104 IF p2<o(play) THEN LET p2=p
2+1
8105 IF p2>o(play) AND o2=p(play)
THEN PRINT AT o2,p2; INK 5,"*"
8106 PRINT AT o2,p2;"*" BEEP .1
AND*5 BEEP .1,0 GO TO 8100
8110 PRINT AT r,z,"*" BEEP .1,r
PRINT AT r,z," " NEXT z
8499 REM fight with snake or
indian
8500 LET y=p(play) LET s=o(play)
FOR c=1 TO 10: PRINT AT y,b
:play) BEEP .05,AND*10 PRINT
OVER 1,AT y,s, INK (AND*4),"*"
BEEP .05,AND*10
8510 PRINT OVER 1,AT y,s,"%" 8E
EP .05,AND*10
8520 NEXT c
8521 PRINT AT y,s, INK 5:"*"
8530 IF AND>.15 THEN GO TO 8600
8535 REM death routine
8540 PRINT AT y,s;"*" GO SUB 98
00
8550 IF play=1 THEN LET a=1: LET
s=2
8560 IF play=2 THEN LET a=2: LET
s=1
8570 GO TO 9500
8600 LET s:play)=s(play)+1 GO S
UB 2000 IF s:play)=20 THEN GO T
O 9600
8610 GO TO 130
8999 REM instructions
9000 CLS PRINT TAB (10), PAPER
8. INVERSE 1, BRIGHT 1,"GOLD RU
SH". PRINT AT 0,B,"*";AT 0,20,"*"
9010 PRINT "Theres GOLD in dem
dare hills and theres two o'yu
after it and they'll stop at not
hing to kill each other."
9020 PRINT "Don't hit or walk int
o an indian (or his snake!)."
PRINT "His retaliation may pro
ve fatal." "Hitting a beer barrel
will cause retaliation by
the indians ON YOUR OPPONENT (take
note!!)"
9025 PRINT "If you kill an india
n or his snake you are given
a gold coin."
9035 PRINT "The town will slow
ly increase its population of i
ndians and gold"

```

BY SIMON JOHNSON

SPECTRUM

```

9040 PRINT "The winner is the pl
ayer who outlives his opponent o
r who          collects 20 gold pie
ces!."
9050 PRINT #0;"PRESS ANY KEY TO
CONTINUE" PAUSE 0 CLS
9060 PRINT TAB (10);"GOLD RUSH
"CONTROLS:"PLAYER 1" "2...RI
HT" "3...LEFT" "4...UP" "5...DO
WN" "1...SHOOT"
9080 PRINT AT 5,18;"PLAYER 2
9081 PRINT AT 7,18;"L...RIGHT".A
T 8,18;"K...LEFT".AT 9,18;"J...U
P".AT 10,18;"H...DOWN".AT 11,18,
"ENTER...SHOOT"
9090 PRINT AT 21,0;"PRESS ANY KE
Y TO CONTINUE" PAUSE 0 CLS R
ETURN
9499 REM print on screen who is
the winner
9500 GO SUB 9990 CLS PRINT TA
B (10);"GOLD PUSH" PRINT "PLAY
ER "a" IS INVERSE 1 "DEAD"
BEEP 1,-30 PRINT INVERSE 1,"
PLAYER "s, INVERSE 0," IS THERE
FORE THE WINNER" BEEP ,3,2 BEE
P ,3,4
9520 PRINT AT 19,0, PRESS Y FO
R ANOTHER GAME"
9530 IF INKEY$="y" THEN BORDER 7
PAPER 7, CLS GO TO 2
9540 IF INKEY$="n" THEN PRINT U$
R 0
9550 RAUSE 1 BORDER 0 BORDER 1
BORDER 6 BORDER 1 BORDER 8
BORDER 8 BORDER 1 GO TO 9530
9619 REM print how has collected
20 coins first
9620 GO SUB 9990 CLS PRINT TA
B (10);"GOLD RUSH" PRINT INV
ERSE 1,"PLAYER "play; INVERSE 0
" HAS COLLECTED 20 GOLD COINS
SO HE IS THE WINNER"

```

```

9630 FOR r=1 TO 5 BEEP .05,5 8
BEEP .05,5 BEEP .05,7 BEEP .05,
7 BEEP .05,9 BEEP .05,9 BEEP .
.05,7 BEEP .05,7 BEEP .05,0 B
BEEP .05,5 NEXT r
9640 GO TO 9520
9799 REM data for death march
9800 RESTORE 9820 FOR r=1 TO 11
READ a,s BEEP .05,0 BEEP a-,
2,s BEEP .05,0 NEXT r PETUPN
9820 DATA 1,0,.75,0,.25,0,1,0,.5
3,.5,2,.5,2,.5,0,.5,0,.5,-1,1,0
9899 REM data for graphics
9900 RESTORE 9910 FOR q=USR "a"
TO USR "g"+7
9910 READ e POKE q,e NEXT q R
ETUPN
9920 DATA 24,24,59,92,152,36,36,
66
9930 DATA 24,152,152,249,31,24,2
4,24
9940 DATA 48,56,116,191,116,56,7
2,132
9950 DATA 24,24,220,58,24,36,36,
66
9960 DATA 60,126,255,255,255,255
126,126
9970 DATA 24,24,126,126,24,24,24
24
9990 LET k$=" " FOR h=0 TO 21. P
RINT AT h,0; PAPER PND+7,k$ NEX
T h
9991 FOR g=1 TO 11 PRINT AT 11-
g,0, PAPER 7,k$,AT 10+g,0,k$ NE
XT g
9992 PETUPN
9999 STOP
/028 DATA 32,120,96,48,24,62,82,
82
9989 REM colour screen clearance
9990 LET k$=" " FOR h=0 TO 21. P
RINT AT h,0, PAPER AND+7,k$ NEX
T h
9991 FOR g=1 TO 11 PRINT AT 11-
g,0, PAPER 7,k$,AT 10+g,0,k$ NE
XT g

```



HUNCHBACK RESCUE

```

10 REM*****HUNCHBACK*****
20 REM*****R E S C U E*****
30 REM*****M. Turner*****
40 REM*****by M. Turner*****
50 HS:=410 S:=0 MODE1
60 H:=CHR$(66)+CHR$(89)+CHR$(
32)+CHR$(77)+CHR$(46)+CHR$(84)+C
HR$(85)+CHR$(82)+CHR$(78)+CHR$(6
9)+CHR$(82)
70 PROC_VARIABLES
80 PROC_CHARACTERS
90 PROC_TITLE
100 PROC_ENVELOPES
110 MODE 5,VDU 23,1,0,0,0,0,
120 VDU19,1,7,0,0,0, COLOUR1 P
RINT TAB(4,4),"PLEASE WAIT""TA
B(4)"PLEASE WAIT":FOR I=1 TO 115
0 NEXT I
130 PROC_SCREEN
140 TI%:=420 REPEAT TI%+TI%-12
150 PROC_GUARD IF J%>0 THEN140
0
160 PROC_MOVE IFX%:=1000 THEN 2
30
170 IF J%:=0 THEN 1490
180 IF LE%:=1 OR LE%>2 AND W%:=1
28 THEN PROC_ARROWL
190 IF J%:=0 THEN 1490
200 IF LE%:=3 THEN PROC_ARROW_U
P
210 IF J%:=0 THEN 1490
220 UNTIL N%:=1000
230 LE%:=LE%+1
240 IF TI%:=1 THEN TI%:=0
250 SC%:=SC%+TI% VDU4 COLOUR4 C
OLOUR131 PRINT TAB(7,3),SC%, CO
LOUR131 VDU5
260 IF LE%:=6 THEN 2300
270 PROC_NEXTLEVEL
280 PROC_DELO
290 GCOL0,2 MOVE G*,706 VDU202
MOVE H*,736 VDU202 GCOL0,3 MOVE
1120,732 DRAW 1120,735
300 IF LE%:=3 THEN GCOL0,2 MOVE
E*,R% VDU202
310 K%:=640 W%:=1 J%:=1 W%:=0 Y%:=7
26 G*:=64 H%:=1152 S%:=95
320 IF LE%:=2 THEN 410 ELSE VDU
4
330 VDU4 FOR I:=111014 FOR J:=RT
010 STEP4
340 IF I:=11 THEN RP%:=200 ELSE
RP%:=200

```



```

350 COLOUR134 COLOUR1 PRINT TA
B(7,1),CHR$(82),CHR$(87),
360 NEXT J NEXT I
370 COLOUR4 COLOUR131 PRINT TA
B(10,3),LE%,
380 VDU5 PROC_PRINT
390 IF LE%:=5 THEN PROC_LEVEL_5
400 IF LE%:=3 THEN PROC_PUAR
410 GOTO 140
420 DEF PROC_CHARACTERS
430 VDU 23,200,255,32,32,32,25
5,4,4,4
440 VDU 23,201,0,0,24,60,126,2
55,255,255
450 VDU 23,202,255,255,255,255
,255,255,255,255
460 VDU 23,203,1,3,7,15,31,63,
127,255
470 VDU 23,204,54,127,127,127,
62,20,0,0
480 VDU 23,205,0,0,28,28,14,14
,5,4
490 VDU 23,206,16,16,16,44,126
,255,0,56
500 VDU 23,207,0,0,0,0,0,16,
48
510 VDU 23,208,0,0,0,0,48,16,0
,8
520 VDU 23,209,0,8,8,16,0,0,8,
0
530 VDU 23,210,0,0,12,0,0,0,0,
0
540 VDU 23,211,0,0,0,48,48,56,
125,219
550 VDU 23,212,0,0,0,14,8,0,0,
0

```

BY MARK TURNER

ELECTRON

Hunchback Rescue is the second game Mark Turner has written for the Electron since he bought his computer six months ago. The program was finished during his summer holidays and took him over five weeks to complete.

The aim of **Hunchback Rescue** is to help Quasimodo break through the defences of Notre Dame, run along the heavily guarded wall of the cathedral and free the beautiful Esmerelda from her prison cell in the tower. No easy job when you have to fight off soldiers, dodge arrows and fire-balls, leap across gaping chasms and swing across crocodile-infested pits.

There are five separate screens in which you must beat the obstacle in your way and ring the bell cord to transport the Hunchback to the next level.

The X key moves Quasimodo to the right and the space-bar makes him jump sideways.

560 VDU 23,213,152,64,0,0,0,0.
0,0
570 VDU 23,214,0,24,28,206,251
179,6,7
580 VDU 23,215,8,28,42,8,9,8,2
8
590 VDU 23,216,195,231,120,60,
60,126,211,195
600 VDU 23,220,0,0,24,24,14,0,
0,0
610 VDU 23,221,0,0,129,129,129
255,60,60
620 VDU 23,222,00,00,126,195,2
31,102,192,231
630 VDU 23,223,0,0,0,4,2,250,2
4
640 VDU 23,224,0,0,0,32,64,255
64,32
650 VDU 23,225,0,0,0,0,0,0,0,0
660 VDU 23,226,29,29,62,62,99
132,99,29
670 VDU 23,227,0,0,0,0,0,128,0
0
680 VDU 23,228,0,0,0,0,0,0,0,0
690 VDU 23,229,0,8,39,79,14,14
6,4
700 VDU 23,230,16,16,16,44,126
255,0,56
710 VDU 23,231,0,0,8,0,0,0,16,
48



HUNCHBACK RESCUE



```

930 ENDPROC
940 DEF PROC_GREEN
950 VDU12,124,0,0,0,0,
960 VDU11,1,0,0,0,0
970 VDU19,0,0,0,0,0,
980 VDU13,1,0,0,0,0,
990 VDU25,0,0,0,19,0
995 COLOUR1,4 CLR VDU28,0,0,1,1
998 COLOUR129 COLOURS
999 FOR I 11 TO 30 FOR J 0 TO
19
1010 PRINT TAB(1,1),CHR$(200)
1020 NEXT J NEXT I
1030 VDU5
1040 MOVE 804,452 VDU201 MOVE 120,2
1050 VDU202 MOVE 664,720 VDU200 MOVE
1060 320,220 VDU202 MOVE 764,190 V
DU202
1070 VDU19,134,134,0,0,0,
1080 VDU19,2,0,0,0,0
1090 VDU19,2,6,0,0,0,
1100 VDU19,1,1,0,0,0,
1110 MOVE 1000,1,6,0,0,4 VDU2
25 MOVE 1000,664 VDU226 MOVE 100
0,664 VDU220 MOVE 1150,804 VDU22
7 600,0,0 MOVE 1120,0,0 DRAW 1120
,736
1130 VDU4 COLOUR4 COLOUR121 PR
INT TAB(1,0), "SCORE=" 91 PRINT
TAB(12,0), "LEVEL=", "L1" COLOUR129
PRINT TAB(1,1) "HIGH SCORE " 95
1140 VDU5 PROC_PRINT

```

```

941 VDU22 MOVE 0,0 VDU220 0
942 MOVE 0,0 VDU221 0 0 0 0 4
943 MOVE 0,0 VDU222
944 ENDPROC
945 DEF PROC_VARIABLES
950 P1=640 E1=440 W1=1 P1=0-G1
=64 LE1=1 P1=1 Y1=95 SC1=0 W1=0
Y1=720 L1=0 N1 1152
951 Y1=1
952 CHOPROC
953 DEF PROC_MOVE
954 Y1=9-Y1
1000 IF INKEY=-67 THEN W1=W1+64
GOTO 1030
1010 IF INKEY=-99 THEN 1260
1020 ENDPROC
1030 IF W1=0 THEN Y1=0
1040 IF L1=1000 THEN 240
1050 GOTO 12 MOVE 0,0 VDU202 MO
VE 12,22 VDU202
1060 PROC_PRINT
1070 IF L1=1 THEN ENDPROC
1080 W1=0 P1=0
1090 FOR A 1% TO 100 STEP 20
1100 IF A=0 OR A=20 OR A=40 OR A=60
OR A=80 OR A=100
1110 NEXT A
1120 IF P1=1 THEN 1140
1130 ENDPROC
1140 A1=25 C1=200
1150 FOR Y1=0 TO 670 STEP 64
1160 PROC_PRINT
1170 FOR P1 1 TO 90 NEXT P1
1180 GOTO 12
1190 IF C1=1664 AND Y1=671 TH
EN MOVE 11,2,600,0,2 VDU202 MOVE
0,0,600,0,1 VDU203 MOVE 0,0,0,
0 VDU204 GOTO 1220
1200 IF C1=1664 AND Y1=672 TH
EN GOTO 12
1210 MOVE 0,0 VDU202 MOVE 0,0,
0,0 VDU203
1220 SOUND 1,-15,Y1-100,3
1230 NEXT Y1
1240 PROC_PRINT
1250 GOTO 1490
1260 SOUND 1,1,20,5
1270 IF C1=0 THEN C1=0
1280 GOTO 12 MOVE 0,0 VDU202 MO
VE 12,22 VDU202
1290 Y1=1,164 IF C1=0
1300 FOR A 1% TO 100 STEP 6

```


BY MARK TURNER

ELECTRON

```

1310 IF M%=1 THEN NEXT X% X%=10
88.ENDPROC
1320 IF L%#1 OR L%#2 THEN PRO
C_ARROW%
1330 PROC_PRINT
1340 IF X%=1088 THEN M%=1.GOTO
1310
1350 IF L%#3 THEN PROC_ARROW_U
P
1360 PROC_GUARD FOR P%=1T088 NE
XTP%
1370 GCOL0,2 MOVE X%,Y% VDU202
MOVE X%,Y%-32 VDU202
1380 NEXT X%
1390 Y%=Y%-64
1400 IF H%#X% AND Y%-736 THEN J
140 GCOL0,2 MOVE H%,Y% VDU202 P
ROC_PRINT GCOL0,4 H%=H%+32 MOVE
H%,Y% VDU202
1410 GOTO 1060
1420 DEF PROC_PRINT
1430 GCOL0,4 MOVE H%,Y% VDU210
1440 GCOL0,1 MOVE H%,Y% VDU211
1450 GCOL0,2 MOVE H%,Y% VDU212

```



```

1460 GCOL0,1 MOVE H%,Y%-72 VDU2
12
1470 GCOL0,4 MOVE H%,Y%-32 VDU2
14
1480 ENDPROC
1490 SOUND 0,-15,-2,10
1500 SOUND 0,15,-1,15
1510 FOR P% 1 TO 1500 NEXT P%
1520 SOUND 1,1,24,235
1530 FOR I=1 TO 56
1540 MOVE 365,800 GCOL0,RND(4)
PRINT"YOUR DEAD",
1550 NEXT I
1560 SOUND 0,0,0,0
1570 MOVE 365,100 GCOL0,2 FOR I
=1 TO 9 VDU 202 NEXT I
1580 IF L%#2 THEN NEXT GCOL0,? MOVE
C%,"R" VDU202
1590 MOVE 0,800 GCOL0,4 PRINT"1
*PRESS*SPACE*FOR*1*AND*THE*
*GO*1*1*"
1600 PROC_DELG
1610 VDU4 COLOUR1:9 COLOUR5 FOR
I=1 TO 15
1620 FOR J=0 TO 19 PRINT TAB(J
I),CHR$(240+I),NEXT J NEXT I
1630 IF L%#1 U

```

```

1640 VDU5 IF Y%=736 THEN MOVE X
%,Y% GCOL 0,2 VDU202 MOVE X%,Y%-
32 VDU202
1650 GCOL0,2 MOVE H%,736 VDU202
MOVE H%-32,736 VDU202 MOVE H%-6
4,736 VDU202
1660 GCOL0,2 MOVE G%,736 VDU202
1670 MOVE 1088,896 GCOL0,4 VDU2
25 MOVE 1088,864 VDU226 MOVE 108
8,864 VDU228 MOVE 1152,864 VDU22
7
1680 GCOL0,2 MOVE1216,736 VDU20
2 MOVE1216,704 VDU202
1690 VDU4
1700 IF SC%#H3% THEN H3%#GC%
1710 PROC_VARIABLES
1720 COLOUR4 COLOUR121 PRINT TA
B(1,2),"SCORE=0 ", PRINT TAB(1
2,3) "LEVEL=",LE% COLOUR129 "WIN
T TAB(3,1):"HIGH SCORE=",HS"
1730 VDU5
1740 KEY%#GET*
1750 #FX31,0
1760 GCOL0,2 MOVE G%,736 VDU202
1770 MOVE 0,800 GCOL0,2 FOR I=1
TO 40 VDU202 NEXT I
1780 GCOL0,3 MOVE1120,832 DRAW
1120,735

```



HUNCHBACK RESCUE

```

1790 PROC_PRINT
1800 GOTO 149
1910 DEF PROC_ENVELOPES
1820 ENVELOPE 1,2,56,5,77,45,-
99,-2,126,0,0,-126,126,126
1930 ENVELOPE 2,1,-17,15,-17,-
40,249,249,126,0,0,126,126,126
1840 ENVELOPE 3,1,10,25,10,5,5,
5,126,0,0,126,126,126
1850 ENDPROC
1860 DEF PROC_NEXT_LEVEL
1870 FOR S=-1 TO 4 FOR I=90 TO
90 STEP -1 SOUND 1,-15,1,1 NEXT I
FOR D=-1 TO 1200 NEXT D: NEXT S

```

```

1880 FOR I=-1 TO 200 NEXT I
1890 SOUND 1,2,20,90
1900 FOR I=1 TO 45
1910 MOVE 355,300 GCOL0,RND*4
PRINT"NEXT LEVEL"

```

```

1920 NEXT I
1930 IF T1=J THEN T1=0
1940 SOUND 0,0,0,0
1950 MOVE 767,800 GCOL0,2 FOR I
1-1 TO 10 VDU207 NEXT
1960 MOVE 87,77 GCOL 0,2 VDU202
MOVE 17,77 GCOL0,2 VDU202
1970 ENDPROC

```

```

1980 DEF PROC_GUARD
1990 IF A=725 THEN PROC_ARROW
ENDPROC

```

```

2000 H-RND*2 IF M=1 ENDPROC
2010 GCOL0,1
2020 MOVE 0,87 VDU202 GCOL0,2 N
OVE 0,87 VDU200

```

```

2030 GCOL0,1 MOVE 0,87 GCOL0,2
MOVE 0,87 VDU202
2040 A=A+64

```

```

2050 GCOL0,2 MOVE 0,87 GCOL0,1
MOVE 0,87 VDU202
2060 GCOL0,1 MOVE 0,87 GCOL0,2
MOVE 0,87 VDU202

```

```

2070 GCOL0,2 MOVE 0,87 GCOL0,1
MOVE 0,87 VDU202
2080 GCOL0,1 MOVE 0,87 GCOL0,2
MOVE 0,87 VDU202

```

```

2090 GCOL0,2 MOVE 0,87 GCOL0,1
MOVE 0,87 VDU202
2100 GCOL0,1 MOVE 0,87 GCOL0,2
MOVE 0,87 VDU202

```

```

2110 GCOL0,2 MOVE 0,87 GCOL0,1
MOVE 0,87 VDU202
2120 GCOL0,1 MOVE 0,87 GCOL0,2
MOVE 0,87 VDU202

```

```

2130 IF J=0 THEN J=1
ENDPROC

```

```

2140 GCOL0,2 MOVE 0,87 GCOL0,1
MOVE 0,87 VDU202
2150 IF G=1000 THEN G=1
2160 GCOL0,4 MOVE 0,87 GCOL0,3
MOVE 0,87 VDU202

```

```

2170 IF G=1000 AND Y=136 THEN J
=0 GCOL0,2 MOVE 0,87 VDU202 P
ROC_PRINT GCOL0,4 G=1000
2180 GCOL0,4 MOVE 0,87 GCOL0,3
MOVE 0,87 VDU202

```

```

2190 ENDPROC
2200 DEF PROC_DELG
2210 IF A=775 THEN GCOL0,2 MOVE
0,87 VDU202 MOVE 0,87 VDU202
2220 ENDPROC

```

```

2230 GCOL0,1 MOVE 0,87 VDU202 G
COL0,2 MOVE 0,87 VDU202 GCOL0,1
MOVE 0,87 VDU202 GCOL0,2 MOVE
0,87 VDU202

```

```

2240 ENDPROC
2250 DEF PROC_ARROW
2260 IF H=800 AND Y=736 THEN J
=0 GCOL0,2 MOVE 87,736 VDU202 P
ROC_PRINT GCOL0,4 H=800+16 MOVE
87,736 VDU202 ENDPROC

```

```

2270 GCOL0,2 MOVE 87,736 VDU202
GCOL0,4 H=800+16
2280 IF H=800 THEN H=1150
2290 MOVE 87,736 VDU202

```

```

2300 IF H=1150 AND Y=736 THEN J
=0 GCOL0,2 MOVE 87,736 VDU202 P
ROC_PRINT GCOL0,4 H=1150 MOVE
87,736 VDU202

```

```

2310 ENDPROC
2320 DEF PROC_LEVEL_5
2330 MOVE 1216,736 GCOL0,4 VDU2
05 MOVE 1216,736 GCOL0,1 VDU202
MOVE 1216,736 GCOL0,2 VDU202 MOVE
1216,736 GCOL0,3 VDU202 MOVE
1216,736 GCOL0,4 VDU202

```

```

2340 MOVE 1216,736 GCOL0,1 VDU2
05 MOVE 1216,736 GCOL0,2 VDU202
MOVE 1216,736 GCOL0,3 VDU202 MOVE
1216,736 GCOL0,4 VDU202

```

```

2350 GCOL0,1 MOVE 1216,736 GCOL0,2
MOVE 1216,736 GCOL0,3 VDU202 MOVE
1216,736 GCOL0,4 VDU202
2360 GCOL0,2 MOVE 1216,736 GCOL0,3
MOVE 1216,736 GCOL0,4 VDU202

```

```

2370 GCOL0,3 MOVE 1216,736 GCOL0,4
MOVE 1216,736 GCOL0,1 VDU202 MOVE
1216,736 GCOL0,2 VDU202 MOVE
1216,736 GCOL0,3 VDU202

```

```

2380 ENDPROC
2390 GCOL0,1 MOVE 1216,736 GCOL0,2
MOVE 1216,736 GCOL0,3 VDU202 MOVE
1216,736 GCOL0,4 VDU202

```

```

2400 GCOL0,2 MOVE 1216,736 GCOL0,3
MOVE 1216,736 GCOL0,4 VDU202 MOVE
1216,736 GCOL0,1 VDU202
2410 GCOL0,3 MOVE 1216,736 GCOL0,4
MOVE 1216,736 GCOL0,1 VDU202 MOVE
1216,736 GCOL0,2 VDU202

```

```

2420 GCOL0,4 MOVE 1216,736 GCOL0,1
MOVE 1216,736 GCOL0,2 VDU202 MOVE
1216,736 GCOL0,3 VDU202
2430 GCOL0,1 MOVE 1216,736 GCOL0,2
MOVE 1216,736 GCOL0,3 VDU202 MOVE
1216,736 GCOL0,4 VDU202

```

```

2440 GCOL0,2 MOVE 1216,736 GCOL0,3
MOVE 1216,736 GCOL0,4 VDU202 MOVE
1216,736 GCOL0,1 VDU202
2450 GCOL0,3 MOVE 1216,736 GCOL0,4
MOVE 1216,736 GCOL0,1 VDU202 MOVE
1216,736 GCOL0,2 VDU202

```

```

2460 GCOL0,4 MOVE 1216,736 GCOL0,1
MOVE 1216,736 GCOL0,2 VDU202 MOVE
1216,736 GCOL0,3 VDU202

```



BY MARK TURNER

ELECTRON



```
2360 GCOLOR,2:MOVE X%,Y%,VDU202:
MOVE X%,Y%-32,VDU202,Y%+736:PROC
_PRINT
```

```
2370 FOR P%=9 TO 1 STEP-1 PROC_
SOK(P%) NEXT
```

```
2380 FOR P%=1 TO 7 PROC_SOK(1)>N
EXT.COLOUR134
```

```
2390 VDU4 FOR I=1 TO 80 PRINT T
AB(3,7) " " PRINT T
```

```
AB(3,7) "CONGRATULATIONS".NEXT I:F
ORU=1T0800 NEXTU PRINT TAB(3,7) " "
```

```
VDU5
```

```
2400 *FX21,0
```

```
2410 GOTO 1570
```

```
2420 DEF PROC_PUAR
```

```
2430 D%=RND(3)
```

```
2440 IF D%=1 THEN E%=448
```

```
2450 IF D%=2 THEN E%=704
```

```
2460 IF D%=3 THEN E%=960
```

```
2470 GCOLOR,3 MOVE E%,600,VDU220
```

```
GCOLOR,4 MOVE E%,600,VDU221 GCOL
```

```
0,4.MOVE E%,576,VDU222
```

```
2480 ENDPROC
```

```
2490 DEF PROC_ARROW_UP
```

```
2500 GCOLOR,2 MOVE E%,R% VDU202
```

```
=150 R%-R%+32,IF P%=832 THEN R%
```

```
2510
```

```
2520 GCOLOR,4 MOVE E%,R%,VDU215
```

```
2530 IF E%<X% AND R%+32=Y%, OR E
```

```
%<X% AND R%<Y% THEN J%+0 GCOLOR,2
```

```
MOVE E%,R% VDU202,PROC_PRINT,GC
```

```
OLOR,4 R%=R%-16 MOVE E%,R%,VDU215
```

```
.GOTO 1490
```

```
2540 ENDPROC
```

```
2550 DEF PROC_TITLE
```

```
2560 VDU 19,2,11,0,0,0, VDU 23,
```

```
1,0,0,0,0.
```

```
2570 COLOUR 1.PRINT TAB(14,1) " "
```

```
presenting"
```

```
2580 W%=4
```

```
2590 FOR I%=1 TO 179
```

```
2600 READ V%
```

```
2610 SOUND 1,-15,V%+15 1
```

```
2620 IF V%=-1 THEN W%=W%+1 GOTO
```

```
2650
```

```
2630 COLOUR 123.COLOUR 2
```

```
2640 PRINT TAB(V%,W%),CHR(216)
```

```
2650 NEXT I%
```

```
2660 COLOUR 3 PRINT TAB(14,18),
```

```
R%
```

```
2670 FOR I=1 TO 600 NEXT I
2680 PROC_SOK(10)
2690 FOR I=1 TO 900 NEXT I
2700 COLOUR128 COLOUR 3
2710 PRINT TAB(8,24) "Do you wa
nt sound (Y/N)?"
2720 VDU 19,2,7,0,0,0,0,
2730 B%="GETS"
2740 IF B%="Y" THEN 2780
2750 IF B%="N" THEN 2730
2760 *FX 210,1
2770 ENDPROC
2780 *FX 210,0
2790 ENDPROC
2800 DEF PROC_SOUND_1,-1
5,94,P% SOUND 1,-15,103,P% SOUND
1,-15,85,P% SOUND 1,-15,46,P% S
OUND 1,-15,72,P%+P%+5 ENDPROC
2810 DATA 1,4,6,8,10,13,15,16,1
7,19,21,23,24,27,28,29,31,32,33,
35,37,-1,1,4,6,8,10,11,13,15,19,
21,23,25,27,29,31,35,37,-1
2820 DATA 1,4,6,8,10,12,13,15,1
9,20,21,23,24,27,29,29,31,35,36,
-1,1,2,3,4,6,8,10,17,15,19,21,27
,25,27,29,31,35,36,-1
2830 DATA 1,4,6,7,8,10,13,15,16
,17,19,21,23,24,27,29,31,35,36,
3,35,37,-1,1,4,35,38, 1,1,4,8,9,
10,12,13,14,16,17,18,20,21,22,24
,26,28,29,30,35,38,-1
2840 DATA 8,10,12,14,20,24,26,
8,-1,8,9,12,13,14,16,17,18,20,24
,26,28,29,30, 1,9,10,12,18,20,24
,26,28,-1,8,10,12,13,14,16,17,18
,20,21,22,24,25,26,28,29 20
```

DIVER

```

10 LP DIM OCT(4), TRE(5)
20 V=36878 SO=36976 S=7688 P1=39541 C=384
30 (=127 OCT(8)=8103
40 OCT(1)=8107 OCT(2)=8112 OCT(3)=8117 OCT(4)=8122
50 C1=36823 CC(1)=36827 CC(2)=36832 CC(3)=36837
60 SUB 1800
70 T1="000000"
80 FOR I=8703
90 :FPEEK(OCT(1))=37 THEN V=-22 NOT O6:
100 IF OCT(1)=P THEN 200
110 POKE OCT(1), 32
120 V=INT(4#RND(1))+1
130 IF J=1 THEN X=22
140 IF J=2 THEN X=-22
150 IF J=3 THEN X=-1
160 C1=C1+X OCT(1)=OCT(1)+X
170 :FPEEK(OCT(1))=37 THEN V=-22 NOT O6:
180 IF OCT(1)=8141 THEN X=-22 NOT C8:
190 IF OCT(1)=8054 THEN X=22 NOT O6:
200 IF OCT(1)=P THEN 200
210 POKE OCT(1), 36 POKE C: 0 B=RIGHT$(
220 PRINT "*****" 34 IF VAL(B)=48 T
230 NEXT
240 IFPEEK(K)=54 THEN 28
250 IFPEEK(V)=I THEN V=-22
260 IFPEEK(K)=37 THEN C=22

```

```

270 IFPEEK(K)=21 THEN C=-1
280 IFPEEK(K)=22 THEN C=1
290 POKE 32 P=P+0 P1=P+0
300 IFPEEK(P)=32 THEN 150
310 IF P<7768 THEN P=P+22 P1=P1+22
320 IF P>8141 THEN P=P-22 P1=P1-22
330 IFPEEK(P)=37 THEN 330
340 IF P=7769 THEN 350
350 POKE P 35 POKE P1 6
360 GOTO 20
370 PRINT "*****" 30
380 GOTO 20
390 POKE V, 15 FOR I=255 TO 128 STEP -1 POKE SO-
400 NEXT
410 FOR I=410380 NEXT POKE SO-2, 0
420 FOR I=81057:7688 STEP -1 POKE I 32 NEXT
430 PRINT "*****" YOU WERE STRANGLD BY T
440 CTO PUS
450 PRINT "*****" BUT YOU SCORED "SC" ***** POIN
460 PRINT "*****" ANOTHER GAMED
470 GETAS IFAS="Y" AND A$="N" THEN 260
480 IFAS="Y" THEN RUN
490 PRINT "*****" YOU NEED SWIMMING LESSO
500 END
510 POKE V, 15 FOR I=255 TO 128 STEP -1 POKE SO-
520 NEXT FOR I=410380 NEXT POKE SO-1, 0
530 FOR I=7688 TO 8145 POKE I 32 NEXT
540 PRINT "*****" YOU SUFFOCATED
550 PRINT "*****"

```

BY FERGA McGIRL

Mc 20

Diving for gold can be a dangerous business when you are faced with man-eating sharks, poisonous jelly fish and, worst of all, a giant octopus.

You have to step into a wet suit and breathing apparatus and go in search of a fortune of gold lying on the sea bed.

Remember, you'll have to tackle those fishy characters on your way up to your speed boat, as well as on the way down — so, be warned.

VARIABLES

Oct (x) — Octopus' location

X — Next position

P — Player's position

Q — Player's next location

SC — Score

BS — Oxygen

U — Volume

SO — Speaker

```

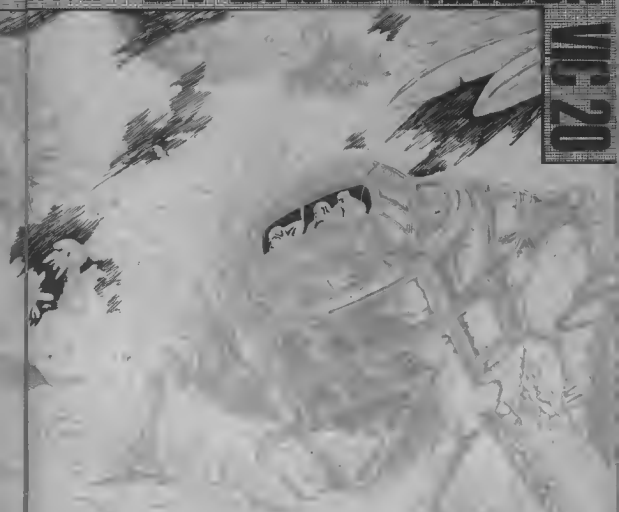
320 GOTO248
330 POKEV.35 POKEV. 1 POKEV 10 POKES BS
P:PI=151085STEP-.3 POKEV 1 NEXT S:BS=1
340 POKES0.8 GOTO157
350 POKET769.42
360 FORI=36874TO36875 POKET 255 FORT=17
370 STEP-.2 POKEV 1 NEXT POKET 0 NEXT 1
    
```

```

380 SC=30+100 P=P+1 IF SC > 100 THEN
390 SC=100+10 PRINT "CONGRATULATION"
400 PRINT "PAUSED ALL A LEVE
410 IF SC=100 THEN ARE YOU A JUALI
420 PRINT "JUALI JULI YOU LIVE TO TRY AND
430 IF SC=100 THEN AND 99. N THEN 420
440 IF SC=100 THEN PREPARE TO DUNK
450 IF SC=100 THEN PRINT "PRACTICE IN YOUR
460 END
470 POKEV-2 155 POKEV+1 24+P POKEV-3 25
480 PRINT "FORI=17110 PRINT "NE
490 FORI=36862-36865 POKET 5 NEXT
500 PRINT 36862-36865
510 IF I=1 THEN A=35
520 IF I=2 THEN A=36
530 IF I=3 THEN A=37
540 POKET A NEXT
550 FORI=36862-36865 POKET 44 NEXT
560 A=1708 IF I=1 THEN A=1
570 IF I=2 THEN A=1
580 IF I=3 THEN A=1
590 POKET A NEXT
600 FORI=1708-17110 POKET 1 NEXT
610 IF I=1 THEN A=1
620 IF I=2 THEN A=1
630 IF I=3 THEN A=1
640 POKET A NEXT
650 FORI=1708-17110 POKET 1 NEXT
660 IF I=1 THEN A=1
670 IF I=2 THEN A=1
680 IF I=3 THEN A=1
690 POKET A NEXT
700 FORI=1708-17110 POKET 1 NEXT
710 IF I=1 THEN A=1
720 IF I=2 THEN A=1
730 IF I=3 THEN A=1
740 POKET A NEXT
750 FORI=1708-17110 POKET 1 NEXT
760 IF I=1 THEN A=1
770 IF I=2 THEN A=1
780 IF I=3 THEN A=1
790 POKET A NEXT
800 FORI=1708-17110 POKET 1 NEXT
810 IF I=1 THEN A=1
820 IF I=2 THEN A=1
830 IF I=3 THEN A=1
840 POKET A NEXT
850 FORI=1708-17110 POKET 1 NEXT
860 IF I=1 THEN A=1
870 IF I=2 THEN A=1
880 IF I=3 THEN A=1
890 POKET A NEXT
900 FORI=1708-17110 POKET 1 NEXT
910 IF I=1 THEN A=1
920 IF I=2 THEN A=1
930 IF I=3 THEN A=1
940 POKET A NEXT
950 FORI=1708-17110 POKET 1 NEXT
960 IF I=1 THEN A=1
970 IF I=2 THEN A=1
980 IF I=3 THEN A=1
990 POKET A NEXT
1000 RETURN
    
```


BY DAVID MASON

VIC 20

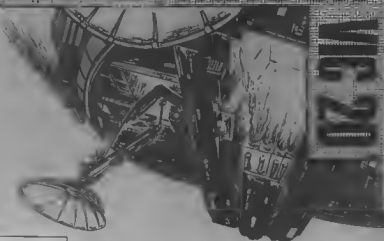


The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the survey fleet sent out to explore far flung sectors of the galaxy.

The equipment was quickly set up and the various experiments begun. Suddenly the

entire scene was shattered by a warning alarm from the space craft. A huge earthquake had begun which threatened to destroy the space craft and kill all its crew. The ship managed to take off in time but had badly damaged its rockets. You have been given the responsibility of guiding the ship through an asteroid belt and landing on the nearby moon. The program loads in two parts. The first contains the instructions and the character definitions and the second the main program.

BY DAVID MASON

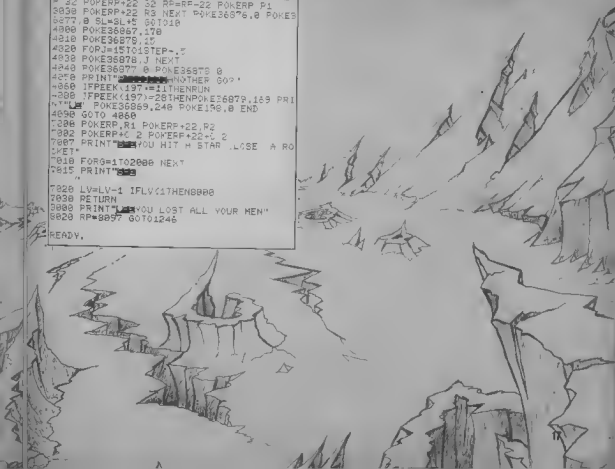


```

3820 POKE36877,500:FORA=1:GOTO3825:NEXT POKER
P.32:POKERP+22:G2:RP=RP-22:POKERP:P1
3830:POKERP+22:R3:NEXT:POKE36876,0:POKE
3877,0:SL=SL+5:GOTO10
4000:POKE36867,170
4010:POKE36870,15
4020:FORJ=15:TO10:STEP-.5
4030:POKE36878,J:NEXT
4040:POKE36877,0:POKE36878,0
4050:PRINT"*****ANOTHER GO?"
+060:IFPEEK(197)=1:THENRUN
+200:IFPEEK(197)=25:THENPOKE36879,169:PRI
NT"LE: POKE36869,240:POKE190,0:END
4060:GOTO 4060
7200:POKERP,R1:POKERP+22,R2
7302:POKERP+C:2:POKERP+22+C:2
7307:PRINT"***YOU HIT A STAR,LOSE A RO
CKET!
7310:FORG=1:TO2000:NEXT
7315:PRINT"***
7320:LV=LV-1:IFLV<1:THEN0000
7330:RETURN
0000:PRINT"***YOU LOST ALL YOUR MEN"
8820:RP=8897:GOTO1245

```

READY.



CHOPPER COMMAND


Dragon owners might feel a little left out compared with Spectrum and 64 owners, especially when you consider the mountains of software available for both machines.

Ian Collinson has come to the rescue with a great version of a helicopter game which rocketed to the top of the American software charts last year.

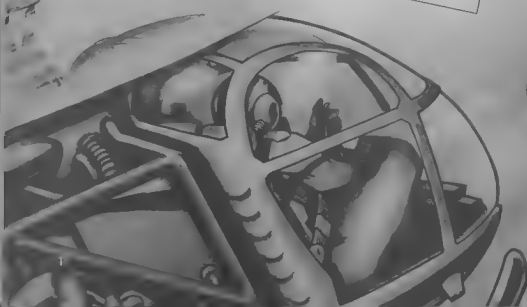
An aeroplane carrying troops to the battle front has exploded in mid-air near your chopper. The troops didn't have enough time to grab their parachutes and are free-falling to the ground — and certain death.

Using your turbo-charged helicopter, you must pluck the falling men from the air. The helicopter, however, is very heavy on fuel and you will have to return to the refuelling pad several times during your mission. Each progressive level increases in difficulty as the aeroplane explodes at lower altitudes.

The helicopter is controlled using a joystick.



```
100 'CHOPPER COMMAND
110 FOR THE DRAGON 32
120 'BY IAN COLLINSON (1984)
130 CLS:INPUT"DOES YOUR DRAGON WORK
AT DOUBLE SPEED"?:I#
140 IF LEFT<I#>1 THEN POKE 65494,0
150 CLEAR 2000
160 HS=0
170 CLS:PRINT"
-----"
180 PRINT
190 PRINT"
200 PRINT"PRINT" (C) I. COLLINSON'
32" FOR THE DRAGON
210 GOSUB 1000
220 GOSUB 1000
```



BY IAN COLLINSON

DRAGON

```

230 GOSUB 1620
240 SC=0:L1=3:LV=1:MS=1:NF=10
250 GOTO 2160
260 PMODE 4.1:PCLS:SCREEN 1.1
270 X=100:Y=70
280 MC=0:MF=0
290 TREE="R1E1U11H1L1M2U2R1L2U1E1U1L
1U1E1U1E1U1E1R2F1D1E1U1E1R2F2R2D1U1R1F
1D1G2
R1D1F1G1D2L1D2U1L2D1G1R1G1D10F2L9:0R6
0U13:L2U1:0R20U1:U1R1:0R20U1:U2R1:BL4:
D2H2:
BU2:L2U1G2:0D3:R2F2L1:G1:0U11BR3:R2G2
F1R1:
300 DRAW"BM30,165:"+TREE0
310 DRAW"BM55,170:"+TREE0
320 DRAW"BM205,171:"+TREE0
330 CIRCLE(230,175),20,,,2
340 LINE(0,0)-(256,192),PSET,0

```

```

350 LINE(0,160)-(32,160),PSET
360 LINE(39,160)-(57,160),PSET
370 LINE(64,160)-(207,160),PSET
380 LINE(214,160)-(256,160),PSET
390 DRAW"BM94,160:G10R55M10"
400 FOR S=1 TO 100:PSET(RND(256),RND(
90)+22):NEXTS
410 DRAW"BM10,10:U4R2L2U3R3:BR2,D7R4
U7:0R2:R3L3D3R2L2U4R3:BR2:R3L3U7"
420 DRAW"BM215,16:D4R20U4BR2D4U4BR2D2
F2E2U2BR2R2L2D2R1L1D2R20U40R3R2L2G1F1
R2F1G1L2"
430 FU=190
440 PC=1
450 DI=3
460 LINE(30,4)-(169,9),PSET,BF
470 DRAW"BM68,I2:F2H2G2E2D4"
480 GOTO 570
490 IF L1=1 THEN550
500 X1=200
510 ON PC GOSUB2100,2120,2140
520 IF L1=2 THEN530
530 X1=227
540 ON PC GOSUB 2100,2120,2140
550 PC=PC+1 IFPC=4THENPC=1
560 RETURN
570 IF MF=1THEN600 ELSE 580
580 IF RND(MF<2 THEN MF=1
590 MX=RND(220)+12:MY=5
600 IF DI=1 THEN PUT(X-3,Y-2)-(X+20,Y
+14),CR,PSET
610 IF DI=2 THEN PUT(X,Y-2)-(X+23,Y+1
4),CL,PSET
620 IF DI=3 THEN PUT(X,Y-2)-(X+23,Y+1
4),CM,PSET
630 IFY>125THENLINE(90,160)-(130,160)
,PSET
640 IF MF<1 THEN 710
650 ON PM GOSUB 1410,1450,1430,1450
660 MY=MY+MS
670 IF MY>147 THEN MF=0:GO101470
680 PM=PM+1:IFPM=5THENPM=1

```

CHOPPER COMMAND

```

690 IFX>MX-20ANDX<MX+6ANDY<MY+13ANDY>
MY-10THENMF=0 LINE(MX,MY)-(MX+5,MY+11
),PSES
ET,BF:SC=SC+10:PLAY"T25504V31GFGDED"
FU=FU+10,MC=MC+1
700 IF MC=5 THEN LV=LV+1:MS=MS+1
GOTO 2240
710 PSET(RND(256),RND(78)+22)
720 GOSUB 920
730 P=PEEK(65200):IFP=126ORP=254THEN
SP=0:LINE(X-3,Y-2)-(Y+25,Y+15):
PRESET,BF:FU=
FU-1ELSESP=3
740 J=JOYSTK(0):J1=JOYSTK(1)
750 IFJ>60THEHX=X+SP:DI=1
760 IFJ<3THENX=X-SP:DI=2
770 IFJ>3ANDJ<60THENDI=3
780 IFJ1>60THEHY=Y+SP
790 IFJ1<3THEHY=Y-SP
800 IFY<125THENB70
810 IFX<95ANDJ1>60THEHY=Y-SP
820 IFX<95ANDJ<3THENX=X+SP
830 IFX>105ANDJ1>60THEHY=Y-SP
840 IFX>105ANDJ<3THENX=X-SP
850 LINE(90,160)-(130,160),PSET
860 DRAW"BM94,160;G10R55H10"
870 IFY<25THEHY=25
880 IFX<5THEHX=5
890 IFX>227THENX=227
900 IFY>155THEHY=155:FU=FU+8:SUONDFU
,1
910 GOTO 990
920 IFFU>190THENFU=190
930 FU=FU-75
940 LINE(FU,3)-(200,10),PRESET,BF:
LINE(FU-1,4)-(20,9),PSET,BF
950 IF FUK31THEN1270

```

```

960 IF FUK90 THEN SOUND150,1:PUT(140
,3)-(178,11),DR,PSET
970 GOSUB 490
980 RETURN
990 GOTO 570
1000 PMODE 4,1:PCLS
1010 DRAW"BM100,100;R12L60BU4L4G1D2L
IF14U2G1D1L1L4U1L1R1U1H1D1L2G1R1F1D
2R2L6U2D;
L2"
1020 DIM CL(23,15)
1030 GET(97,96)-(120,111),CL,G
1040 PCLS
1050 DRAW"BM101,100;L12R60BU4R4F1D2R
1L14U2+1D1-1R4U1R:L1U1E1D1R2F1L1G1D
2,2R6U2D2
R2"
1060 DIM CR(23,16)
1070 GET(92,96)-(105,112),CR,G

```

BY IAN COLLINSON

DRAGON

```

1090 PCLS DRAW"BM100,100,F2E2G2D1R2L
4R2D2F1D2L2U2R2
1090 DIMM5,13)
1100 GET(99,95)-(104,108),M,G
1110 PCLS DRAW"BM100,100,F13L7D2K2F1
D2G2D1R1L1U1L2D2L1K1U2L1U1K4L2U1L1L
3U2E1R3"
1120 DIM CM(23,17)
1130 GET(95,96)-(116,113),CM,G
1140 PCLS DRAW"BM100,100,R2D2L2U2D2R
1D2K2L4R2D1F2H2G2
1150 DIMM1(5,13)
1160 GET(99,95)-(104,108),M1,G
1170 PCLS DRAW"BM99,105,R6L3U1K1D2L2
U2"
1180 PRESET(102,105)

```

```

1190 DIMM2(6,13)
1200 GET(99,95)-(105,108),M2,G
1210 PCLS DRAW"BM100,100,R2D2L2U2D2R
1D2K2L4R2D1U1R2D1F1R1L1U1D2"
1220 DIMM4(5,13)
1230 GET(99,95)-(104,108),M4,G
1240 PCLS DRAW"BM100,100,D4R2E1U2H1L
R2E2D5,R2F1D1L1L1R1R1K1R1K1L1H4F
4U4R1K1L1L
1240R3U2L1B2B4R4,R3L3U2R2L2D2R3B4B4R1,
1240R3U2L1R1F1R1L1250 DIM DRA(15,8),UL1
(99,99)
-(137,107),DA,G
1260 RETURN
1270 PUT(X-3,Y-2)-(X+20,Y+14),L,R,PSET
1280 SOUND200-Y,1
1290 Y=Y+2
1300 PUT(X,Y-2)-(X+20,Y+14),CM,FSET
1310 SOUND200-Y,1
1320 PUT(X,Y-2)-(X+20,Y+14),CL,FSET
1330 SOUND200-Y,1
1340 Y=Y+2
1350 IFY<150 THEN1270
1360 PUT(X,Y)-(X+20,Y+11),DR,PSET
1370 PLAYTUT1:17AL2GP1RAURAR4:4:P1:DA
1380 NEXTI:FORI=1TO100:NEXTI
1390 IF LI=0 THEN GOTO 1490
1400 GOTO250
1410 PUT(MX,MY)-(MX+5,MY+1),M,PSET
1420 RETURN
1430 PUT(MX,MY)-(MX+5,MY+13),M1,PSET
1440 RETURN
1450 PUT(MX,MY)-(MX+6,MY+13),M2,PSET
1460 RETURN
1470 PUT(MX,MY)-(MX+8,MY+15),M,PSET
1480 FORI=31TO10STEP-2:PLAY"V"+STR(I)
1490 FOR T=1 TO100:NEXTT
1500 CLS:R0="GAME OVER"

```

CHOPPER COMMAND

```

1510 FOR T=1 TO 9:PRINT@105+T,MID$(A
  1,T,1):SOUND100-(T*10),1 FOR DL=1
  TO 200:LINE
  XT DL,T
1520 PRINT@200,"YOU SCORED":SC:
1530 IF SC>HS THEN HS=SC:GOTO 1540
  ELSE GOTO 1560
1540 PRINT@320,"WELL DONE, YOU'VE
  HIGH SCORE!"
  BEATEN TODAY'S
1550 GOTO 1570
  (560 PRINT@320,"TODAY'S HIGH SCORE
  IS":HS
1570 PRINT@385,"DO YOU WANT ANOTHER
  GOT (Y/N)
1580 IF INKEY# IF I#="Y" THEN GOTO 240EL
  SEIF I#="N" THEN GOTO 1600
1590 GOTO 1500
1600 CLS:PRINT"BYE..THANKS FOR
  PLAYING!" POKE65494,0 END
1610 FORT=1 TO 2000:NEXTT:GOTO 220
1620 PMODE 4:1:PCLS
1630 DRAW"BM55,20:L15E15R15,8R6,G15E
  7R15G7E15,"
  (640 DRAW"BR6,R15G15L15E15R15,8R6:
  G15E8R15E7L15R15,"
  1650 DRAW"BR6,G15E8R15E7L15R15,8R6:
  G15R15L15E8R15E7R15,"
  (660 DRAW"BR6,G15E15R15G7L15R7D8"
  1670 DRAW"BM55,50:G15R15L15E15R15:
  BR6,R15G15L15E15R15:
  (680 FOR T=1 TO 2
  1690 DRAW"BR6,G15E15R7G7E7R7G15E15:"
  1700 NEXTT
  1710 DRAW"BR6,G15E15R15G7L15R15G6E1
  5:OR6G15E15L15E15:"
  
```

```

(720 DRAW"BR6,R15G15L15R6E15,"
1730 SCREEN 1:1
1740 FOR T=215 TO 20 STEP-2
  (750 PUT(T,70)-(T+23,85),CL,PSET
  1760 NEXTT:PUT(20,70)-(43,85),CM,
  PSET
  1770 FORT=1T05:FORTN=230 TO T*9+100
  STEP-2
  1780 PUT(TN,70)-(TN+5,83),M4,PSET
  1790 PLAY"T3002L"
  1800 LINE(TN,70)-(TN+6,83),PRESET,BF
  1810 PUT(TN,70)-(TN+5,83),M1,PSET
  (820 PLAY"T3001C"
  1830 LINE(TN,70)-(TN+7,83),PRESET,BF
  1840 NEXT TN
  1850 PUT(TN,70)-(TN+5,83),M1,PSET
  (860 NEXTT
  
```


MARK CHILDS' GAME

1 F0KE 23653,8 GO SUB 9000
REM

STARTING

```

PLOT 20,100 DRAW 0,70
PLOT 20,170 DRAW 20,0
DRAW 0,135
DRAW 20,0 -B PLOT 40,135
DRAW 0,-35 -2,5 DRAW -20,0
PLOT 60,100 DRAW 0,70
DRAW 20,0 DRAW 2 -35 -2,6
DRAW -20,0
PLOT 61,135 DRAW 17,35
PLOT 110,100 DRAW 0,70
PLOT 155,152 DRAW -35,0 =
DRAW 0,-34 DRAW 34,0,1
PLOT 165,100 DRAW 0,70
PLOT 200,170 DRAW -35 -35
DRAW 200,-35
PLOT 210,170 DRAW 15 -40
DRAW 15,40
PLOT 225,130 DRAW 0,-30
PRINT AT 11,10, PAPER 1 B
MARY CHILDS
31 FOR F=0 TO 255 PLOT F,175
NEXT F
32 FOR F=175 TO 70 STEP -1 AL
OT 3,255 = NEXT F
33 FOR F=255 TO 0 STEP -1 PL
T 70 NEXT F
34 FOR F=70 TO 175 PLOT 0,F
NEXT F
40 GO SUB 9000
50 PAPER 0 CLS
60 REM

```

INSTRUCTIONS

```

70 PRINT AT 0,2 PAPER 1
I N 5 PRINT AT 2,1 C N 5
YOU HAVE TO TRY TO BREAK THROUGH
THE WALL AND GO THROUGH THAT
HOLE TO SAFETY. BUT BEFORE
YOU CAN SHOOT A BRICK OUT OF
THE WALL YOU HAVE TO ANSWER A Q
UESTION CORRECTLY. IF YOU ANS
WER THAT QUESTION CORRECTLY YOU
CAN SHOOT A BRICK OUT OF THE WA
LL BUT IF YOU GET THE QUESTION
WRONG YOU GET ANOTHER POW
F BRICKS ADDED TO THE BOTTOM OF
THE WALL.
80 PRINT AT 14,0 BEFORE T'R
ING IN ANSWER MAKE SURE THE COM
PUTER IS IN CAPS. LO-V, AN, MI
SS SPELLINGS WILL BE COUNTED
55 UPON!!
91 PRINT PRESS F TO FIRE BU
LLET.
100 PRINT AT 20,0 PAPER 1, PL
EASE PRESS ANY KEY TO PLAY
110 PAUSE 0
160 REM

```

SPRINTING WALL

```

170 CLS FOR F=0 TO 10 PRINT
AT F,0, INK 2,"BABABABABABABAB
BABABABABABABAB" NEXT F
180 FOR F=0 TO 10 STEP 2 PRINT
AT F,0, INK 2,"BABABABABABABAB
BABABABABABABAB" NEXT F

```

Mark Childs' game, Brickie, tests your skill at answering general knowledge questions and spelling as well as your shooting ability.

The game begins by building a gigantic wall which you must shoot your way through. But before you get your first shot, you must answer one of over 200 questions ranging from gardening through to spelling and astrology.

Each time you answer a question correctly and with perfect spelling, if the computer accepts the answer, you are given one blast at the wall of bricks.

One hint — don't spray the bullets all over the screen. Concentrate on making one small pathway through the wall.

Full instructions are included in the listing.

```

185 FOR F=11 TO 20 PRINT AT F
0, INK 5 BRIGHT 0
190 PRINT AT 19,0 INK 1
NEXT F
195 REM

```

ASKING QUESTION

```

200 LET Z=INT (RND*140)+1001 A
ESTORE Z READ A$,B$
205 BRIGHT 0
210 PRINT AT 20,0, INK 7,A$
215 LET N=N+1
220 INPUT C$
225 REM

```

CHECKING ANSWER

```

230 PRINT AT 20,0,
"AT 21,0,"
240 IF C$=B$ THEN GO TO 500
245 REM

```

ANSWERS 21-29

```

250 PRINT AT 20,0,"WRONG!! THE
USED WAS " PAPER 1,8$
260 FOR F=1 TO 500 NEXT F
265 IF B=0 THEN PRINT AT A,0, I
NK 2,"BABABABABABABABABABABABAB
BABABA"
270 IF B=1 THEN PRINT AT A,0, I
NK 2,"BABABABABABABABABABABABAB
BABABA"
280 IF B=2 THEN GO TO 300
290 GO TO 340
300 LET B=1
310 LET A=A+1

```


BY MARK CHILDS

```

320 IF A=18 THEN GO TO 9100
330 GO TO 200
340 LET B=0
350 IF A=18 THEN GO TO 9100
360 GO TO 200
370 REM

```

CORRECT ANSWER

```

505 LET C=C+1
510 PRINT AT 15,0 PAPER 1 INK

```

CORRECT

```

520 FOR F=1 TO 21 NEXT F
530 FOR F=18 TO 21 PRINT AT F,
0, INK 5,

```

```

540 FOR F=9 TO 0 STEP -1 PRINT
AT 20,15,F BEEP .1,20 NEXT F
550 PRINT AT 20,15,
560 REM

```

```

560 FOR F=0 TO 31
570 PRINT AT 20,F INK 6, C
580 PRINT AT 20,F-1,
590 IF INKEY$="P" THEN GO TO 61
0
595 BEEP .1,-20
600 NEXT F
605 PRINT AT 20,31,
610 GO TO 560
615 REM

```

FIREING OF BULLET

```

610 FOR G=18 TO 1 STEP -1
615 PRINT AT G,F, INK 1,-0
620 PRINT AT G+1,F, INK 5,
630 IF G=1 THEN GO TO 8000
635 IF ATTP (G-1,F)=5 THEN GO T
0 640
637 GO TO 660
640 NEXT G
650 BEEP .1,20 BEER .2,40 PRI
NT AT G-1,F, INK 5,
652 PRINT AT G,F, INK 5,
655 FOR F=1 TO 200 NEXT F
670 GO TO 190
1000 REM

```

QUESTIONS & ANSWERS

```

1001 DATA "GIVE OUT A STEADY LIG
HT....(SH)"; "SHINE"
1002 DATA "WASTE MATERIAL.....
....(RU)"; "RUBBISH"
1003 DATA "UNUSUAL OR NOT FAMILI
AR....(ST)"; "STRANGE"
1004 DATA "ROOM WHERE FOOD IS PR
EPARED.(KI)"; "KITCHEN"
1005 DATA "WHERE SICK PEOPLE ARE
CARED FOR.....(HO)"; "HOSPITAL"
1006 DATA "LONG WOODEN SEAT OR T
ABLE....(BE)"; "BENCH"

```

```

1007 DATA "NOT ABLE TO HEAR....
....(DE)"; "DEAF"
1008 DATA "TO FIND OUT.....
....(DI)"; "DISCOVER"
1009 DATA "A GROUP OF SINGERS..
....(CH)"; "CHOIR"
1010 DATA "TWO-WHEELED VEHICLE..
....(BI)"; "BICYCLE"
1011 DATA "TO DO WITH TEETH....
....(DE)"; "DENTAL"
1012 DATA "PIG'S MEAT IN THIN SL
ICES....(BA)"; "BACON"
1013 DATA "HUGE OR VERY LARGE...
....(EN)"; "ENORMOUS"
1014 DATA "COMING AT THE END....
....(FI)"; "FINAL"
1015 DATA "VERY DEEP SORROW.....
....(GP)"; "GRIEF"
1016 DATA "HEAVENLY BODY MOVING
ROUND SUN....(PL)"; "PLANET"
1017 DATA "TO KEEP AWAY FROM SOM
ETHING.(AV)"; "AVOID"
1018 DATA "BABY OR YOUNG CHILD..
....(IN)"; "INFANT"
1019 DATA "LIFE LIKE.....
....(AE)"; "REALISTIC"
1020 DATA "HEAVINESS.....
....(WE)"; "WEIGHT"
1021 DATA "TEN HUNDRED.....
....(TH)"; "THOUSAND"
1022 DATA "A HORRIBLY UGLY CREAT
URE....(HO)"; "MONSTER"
1023 DATA "KNIVES FORKS AND SPOO
NS....(CU)"; "CUTLERY"
1024 DATA "FEELING IN NEED OF FO
OD....(HU)"; "HUNGRY"
1025 DATA "IN THE CENTRE.....
....(CE)"; "CENTRAL"
1026 DATA "A DOCTOR WHO PERFORMS
OPERATIONS....(SU)"; "SURGEON"
1027 DATA "A POISONOUS FUNGUS...
....(TO)"; "TOADSTOOL"
1028 DATA "A PLANT GROWN FOR FO
OD....(VE)"; "VEGETABLE"
1029 DATA "SET OF PIPES WHICH GI
VE OUT HEAT....(RA)"; "RADIATOR"

```

BRICKIE

1030 DATA "A WOODEN TUB.....
 1031 DATA "BARREL".....
 1032 DATA "A PERSON WHO HAS NO COURAGE... (CO)" "COWARD"
 1033 DATA "A BUILDING WHERE PLAYERS ARE ACTED... (TH)" "THEATRE"
 1034 DATA "TO GO UP.....
 1035 DATA "AN AMOUNT.....
 1036 DATA "THE LARGEST KIND OF A PE..... (GO)" "GORILL"
 1037 DATA "IN THE SHAPE OF A CIRCLE... (CI)" "CIRCULAR"
 1038 DATA "A PRICKLY PLANT WITH FLESHY LEAVES... (CA)" "CACTUS"
 1039 DATA "AN OUTDOOR COOKED MEAL..... (BA)" "BARBECUE"
 1040 DATA "FROM ANOTHER COUNTRY... (FO)" "FOREIGN"
 1041 DATA "A GRAVEYARD..... (CE)" "CEMETERY"
 1042 DATA "A HANGING CLOTH WITH WOMEN DESIGN... (TA)" "TAPES TRY"
 1043 DATA "A DRUG THAT EASES HEADACHES... (AS)" "ASPIRIN"
 1044 DATA "A BIRD'S FEATHERS.... (PL)" "PLUMAGE"
 1045 DATA "WHERE THE SEA AND SKY MEET... (HO)" "HORIZON"
 1046 DATA "AMOUNT OF SLOPE..... (SA)" "GRADIENT"
 1047 DATA "A SALE WHERE PEOPLE BID FOR ITEMS..... (AU)" "AUCTION"
 1048 DATA "TO HONOUR AND ADORE... (VO)" "VOWSHIP"
 1049 DATA "A YELLOW TROPICAL SONGBIRD... (CA)" "CANARY"
 1050 DATA "A LARGE EARTHENWARE JUG..... (PI)" "PITCHER"
 1051 DATA "TO SURPRISE OR AMAZE... (AS)" "ASTONISH"
 1052 DATA "TO DO WITH THE NIGHT... (NO)" "NOCTURNAL"
 1053 DATA "A CURVED WOODEN THROWING WEAPON... (BO)" "BOOMERANG"
 1054 DATA "MISERABLE OR UNHAPPY... (UP)" "WRETCHED"
 1055 DATA "TO ANSWER OR REPLY... (PE)" "RESPOND"
 1056 DATA "A TYPE OF CHALKY ROCK... (LI)" "LIMESTONE"
 1057 DATA "AN EXTREMELY CLEVER PERSON... (GE)" "GENIUS"
 1058 DATA "NOT PRESENT..... (AB)" "ABSENT"
 1059 DATA "TO HONOUR OR LOOK UP SOMEONE... (RE)" "RESPECT"
 1060 DATA "A ROAD BORDERED BY TREES... (AV)" "AVENUE"
 1061 DATA "MONEY PAID TO A RETIRED PERSON... (PE)" "PENSION"
 1062 DATA "THE OUTSIDE OF A BUILDING... (EX)" "EXTERIOR"

1063 DATA "COLOURED PAPER THROWN AT WEDDINGS... (CO)" "CONFETTI"
 1064 DATA "TO BECOME GRADUALLY WORSE... (DE)" "DETERIORATE"
 1065 DATA "FULLY GROWN..... (HA)" "MATURE"
 1066 DATA "A PERSON WHO LOVES HIS COUNTRY... (PA)" "PATRIOT"
 1067 DATA "TO DECEIVE OR PUZZLE SOMEONE... (BA)" "BAFFLE"
 1068 DATA "A NEWSPAPER REPORTER... (JO)" "JOURNALIST"
 1069 DATA "TO STRENGTHEN... (RE)" "REINFORCE"
 1070 DATA "EVERYONE AGREEING... (UN)" "UNANIMOUS"
 1071 DATA "TO MEET... (EN)" "ENCOUNTER"
 1072 DATA "LOUD ENOUGH TO BE HEARD... (AU)" "AUDIBLE"
 1073 DATA "A SELF-SERVICE RESTAURANT... (CA)" "CAFETERIA"
 1074 DATA "TO DO WITH SOLDIERS OR WARFARE... (MI)" "MILITARY"
 1075 DATA "A MIXTURE OF AIR AND LIQUID... (VA)" "VAPOUR"
 1076 DATA "A GREAT CRIME OR OFFENCE... (OU)" "OUTRAGE"
 1077 DATA "A SET RULE OR METHOD... (FO)" "FORMULA"
 1078 DATA "TO FIND OUT BY PERSON IN... (DE)" "DEDUCE"
 1079 DATA "KILLING OF ANIMALS OR PEOPLE... (SL)" "SLAUGHTER"
 1080 DATA "VERY POLITE... (GE)" "GENTLE"
 1081 DATA "THE HOTTEST PART OF THE EARTH... (CO)" "CORE"
 1082 DATA "PURE SPIRIT... (AL)" "ALCOHOL"
 1083 DATA "WHITE METAL... (AL)" "ALUMINIUM"
 1084 DATA "A POOL UNDER THE ROOF... (AT)" "ATTIC"
 1085 DATA "OUT OF A HUNDRED... (PE)" "PERCENT"
 1086 DATA "AN UNMARRIED MAN... (BA)" "BACHELOR"
 1087 DATA "THE NINETEENTH PLANET... (PL)" "PLUTO"
 1088 DATA "A SYSTEM OF PRINTING USED BY THE BLIND... (BR)" "BRAILLE"
 1089 DATA "A SHALLOW STREAM... (BR)" "BROOK"
 1090 DATA "A SOURCE OF INFORMATION... (BO)" "BOOK"
 1091 DATA "A TYPE OF INSECT... (BE)" "BEETLE"
 1092 DATA "A DAIRY PRODUCE... (BU)" "BUTTER"
 1093 DATA "A HOUSE ON WHEELS... (CA)" "CAPAVAN"
 1094 DATA "TYPE OF FRENCH MONEY... (FR)" "FRANC"
 1095 DATA "AN UNDERGROUND STORE ROOM... (CE)" "CELLAR"
 1096 DATA "A PRIVATE CHURCH... (CH)" "CHAPEL"

BY MARK CHILDS

1096 DATA "A VAST COUNTRY IN E.A
SIA... (CH)" "CHINA"
1097 DATA "A PLACE WHERE MOVING
PICTURES ARE SCREENED... (CI)"
"CINEMA"
1098 DATA "DISTANCE AROUND AN OB
JECT... (CI)" "CIRCUMFERENCE"
1099 DATA "A HIGH BACK FACE....
... (CL)" "CLIFF"
1100 DATA "A SHARP THROWING OBJE
CT... (JA)" "JAVELIN"
1101 DATA "TO REMOVE WATER.....
... (DE)" "DEHYDRATE"
1102 DATA "TO DESTROY.....
... (DE)" "DEMOLISH"
1103 DATA "TO GO DOWN.....
... (DE)" "DESCEND"
1104 DATA "A LARGE WASTE AREA...
... (DE)" "DESERT"
1105 DATA "TO INVENT.....
... (DE)" "DEVISE"
1106 DATA "A LABELED PICTURE...
... (DI)" "DIAGRAM"
1107 DATA "A VERY HARD SUBSTANCE
... (DI)" "DIAMOND"
1108 DATA "A DIARY RECORD OF EVE
NTS... (DI)" "DIARY"
1109 DATA "LACKING IN HONESTY...
... (DI)" "DISHONEST"
1110 DATA "A CLEAR LIQUID.....
... (UA)" "WATER"
1111 DATA "CONSISTING OF TWO...
... (DU)" "DUAL"
1112 DATA "REPETITION OF SOUND...
... (EC)" "ECHO"
1113 DATA "TO MAKE LARGER.....
... (EN)" "ENLARGE"
1114 DATA "TO TAKE OUT.....
... (EX)" "EXTRACT"
1115 DATA "A STORY WHICH ISN'T T
RUE... (FI)" "FICTION"
1116 DATA "A THIN LEAF OF METAL.
... (FO)" "FOIL"
1117 DATA "FRENCH FOR WAITER...
... (GA)" "GARCON"
1118 DATA "RICE OF LAND AROUND
A HOUSE... (GA)" "GARDEN"
1119 DATA "A EUROPEAN LANGUAGE...
... (GE)" "GERMAN"
1120 DATA "STUDY OF THE WORLD...
... (GE)" "GEOGRAPHY"
1121 DATA "WEB-FOOTED BIRD.....
... (GO)" "GOOSE"
1122 DATA "THE SURFACE OF THE EA
RTH... (CO)" "CORE"
1123 DATA "BRITISH GAME-BIRD...
... (GR)" "GROUSE"
1124 DATA "THE SOUND OF A PIG...
... (GR)" "GRUNT"
1125 DATA "ONE OF THE CHANNEL IS
LANDS... (GU)" "GUERNSEY"
1126 DATA "A TYPE OF FISH.....
... (HA)" "HADDOCK"
1127 DATA "A SHED FOR AIRCRAFT...
... (HA)" "HANGER"
1128 DATA "A MOVABLE JOINT.....
... (HI)" "HINGE"
1129 DATA "THE STUDY OF PAST EVE
NTS... (HI)" "HISTORY"
1130 DATA "FLUID COLLECTED FROM
FLOWERS BY BEES.... (HO)" "HONEY"

1131 DATA "A KIND OF INN.....
... (HO)" "HOTEL"
1132 DATA "A MARRIED MAN.....
... (HU)" "HUSBAND"
1133 DATA "INCAPABLE OF BEING MO
VED... (IN)" "IMMOVABLE"
1134 DATA "TO BRING IN FROM ABRO
AD... (IH)" "IMPORT"
1135 DATA "TO MAKE BETTER.....
... (IH)" "IMPROVE"
1136 DATA "A PRECIOUS STONE....
... (JE)" "JEWEL"
1137 DATA "A HOUSE OR SHELTER FO
R DOGS... (KE)" "KENNEL"
1138 DATA "TO STRIKE OR HIT WITH
THE FOOT... (KI)" "KICK"
1139 DATA "A CUTTING INSTRUMENT.
... (KN)" "KNIFE"
1140 DATA "THE YOUNG OF A SHEEP.
... (LA)" "LAMB"
1141 DATA "THICK FABRIC FLOOR CO
VERING... (CA)" "CARPET"
3000 REM

REPEATED

8010 PRINT AT 1,F;
8015 PRINT AT 0,F;
8020 FOR G=19 TO 0 STEP -1
8030 PRINT AT G,F, INK 6, "C"
8040 PRINT AT G+1,F,
8045 BEEP 1,20
8050 NEXT G
8055 PRINT AT 0,F, "
8065 FOR F=1 TO 100 NEXT F
8060 GO TO 9200
9000 REM

GRAPHICS - 8000-8100

9005 RANDOMIZE
9010 INK 7 PAPER 0 BRIGHT 1 B
ORDER 0 CLS
9020 POKE 23609,30
9030 LET N=0 LET C=0 LET A=11.
LET B=0

```
9040 RESTORE 9030  
9050 FOR I=0 TO 31  
9060 READ X  
9070 NEXT I      ROKE USR "A"+I,X  
9080 DATA 0,254,254,254,254,254,  
254,0,0,127,127,127,127,127,  
0,24,24,24,24,60,126,127,127,  
9090 DATA 24,24,24,24,60,255,255,24,  
9100 REM
```

```

9105 GO TO 9160
9110 RESTORE 9150
9120 FOR X=1 TO 23
9130 READ Z, READ Y
9140 BEER Z,Y, NEXT X
9150 DATA 0,8,2,0,8,2,0,5,0,2,0,5,0,4,4,2,0,2,2,0,8
0,4,1,1,0,2,0,8,2,0,8,2,0,4,2,0,4,2,0,8
0,2,0,4,1,0,2,0,8,2,0,8,2,0,4,2,0,4,2,0,8
0,2,0,2,2,1,6,2,2,0,2,0,2,0,4,0,2,0,2
9155 RUN
9160 PRINT AT 19,0, AAAAA 1;" I
M VERY SOARY BUT YOU SEEM TO
BE BRICKED UA
9170 GO SUB 9110
9200 REM

```

[illegible]

```

9310 RESTORE 9350
9320 FOR X=1 TO 40
9330 READ Z, Y
9340 READ Z, Y
9350 DATA Z, Y, NEXT X
9360 DATA 4,7,0,8,4,5,0,8,4,5,0,2,4,0,2,
2,0,2,-3,0,2,-2,0,4,0,8,4,-2,0,4,
-3,0,4,-3,0,-2,0,4,0,1,5,-5,0,
5,7,0,8,0,0,4,2,10,0,2,0,0,4,2,0,0,
4,9,0,2,2,7,1,5,0,9,4,10,0,2,10,0,
4,0,2,5,0,4,7,0,8,1,2,0,0,4,2,0,0,
DDDD,0,2,1,1,0,0,4,15,0,-2,15,0,4,14,0,
9360 RETURN
9998 STOP
9999 SAVE "BRICKY" LINE 1

```

PURPLE TURTLES



David Dobby's game, Purple Turtles, is a version of a well known Commodore 64 game which sold very well last year and matches up very well to the original program in playability and purpose.

The aim is to get across a large river without falling in and drowning. The only way across is to use the turtles swimming in the river as stepping stones.

Unfortunately for you, the turtles are quite fond of diving underwater, especially when you happen to land on them! And the only warning they give is by changing the colour of their shell from purple to green.

Purple Turtles is a very simple game to play but it soon changes into a real test of co-ordination and strategy.

Full instructions are included in the listing.

```
10MODE2:VDU23,8202,0,0,0.
20PROCCHARS.PROCVAR PROCTITLE
30PROCSCREEN
40REPEAT
50PROCGAME
60UNTILKILL%=1
70PROCPLASH IFLIFE%=0THEN90
90GOTO30
90PROCANOTHER
100IFZ#="Y"SC%=0 LIFE%=3.GOTO3
0
110END
120DEFPROCCHARS
130VDU23,200,60,60,60,60,60
,126,255
140VDU23,201,60,60,60,60,60,60
,60,60
150VDU23,202,0,126,66,0,0,0,0,
0
160VDU23,203,0,0,60,60,24,0,0,
0
```

```
170VDU23,204,0,1,7,15,31,63,12
7,127
180VDU23,205,7,255,255,255,255
,255,255,255
190VDU23,206,128,192,240,252,0
52,254,255,255
200VDU23,207,127,255,255,255,2
55,255,255,127
210VDU23,208,255,255,255,255,2
55,255,255,255
220VDU23,209,255,254,255,255,2
55,255,254,254
230VDU23,210,63,15,15,7,7,3,1,
0
240VDU23,211,255,255,255,255,2
55,255,255,126
250VDU23,212,252,240,252,252,2
40,128,0,0
260VDU23,213,0,0,0,0,192,240
,252
270VDU23,214,128,224,240,252,2
55,255,255,255
280VDU23,215,240,240,249,248,2
```



PURPLE TURTLES

02,254,255,255
290VDU23,216,0,128,128,192,192
.192,224,224
300VDU23,217,0,0,1,1,3,3,7,7
310VDU23,218,15,15,31,31,63,12
7,127,255
320VDU23,219,1,7,15,63,255,255
,255,255
330VDU23,220,0,0,0,0,0,3,31,12
?
340VDU23,221,0,0,0,0,0,255,255
,255
350VDU23,222,195,195,0,0,0,0,0
,0
360VDU23,223,60,60,126,126,102
,102,0,0
370VDU23,224,0,0,0,0,0,102,2
31
380VDU23,225,24,60,255,126,60,
102,195,0
390VDU23,226,0,0,127,60,40,66,
60,60
400ENDPROC
410DEFPROCVAR
420SC%:=0 HI%:=0 KILL%:=0 LIFE%:=3
430A%:=STPING%+20,CHR\$200)
440B%:=CHR\$18+CHR\$8+CHR\$3+CHR\$2
02+CHR\$8+CHR\$18+CHR\$0+CHR\$5+CHR\$
203+CHR\$8+CHR\$18+CHR\$0+CHR\$4+CHR\$
%C21
450C%:=CHR\$12+CHR\$0+CHR\$4+CHR\$2
22+CHR\$8+CHR\$18+CHR\$0+CHR\$1+CHR\$
223+CHR\$8+CHR\$18+CHR\$0+CHR\$2+CHR\$
%224
460MAN%:=B%+CHR\$10+CHR\$8+C%
470SPA%:=CHR\$32+CHR\$10+CHR\$1+C%
R%32
480ENDPROC

BY DAVID DOBBY

BBC

```

490DEFPROC LFEEN
500CARP".@
510CLS COLOUR2 FORX=17TO24 PRI
NTTAB(X,X)A$, NEXTX
520COLOURC.FORX=2TO16.PRINTTAB
(X,17)CHR$208, PRINTTAB(X,18)CHR
$208;.NEXTX
530FORX=2TO16
540PRINTTAB(X,19)CHR$208.
550PRINTTAB(X,20)CHR$208.
560NEXTX
570FORX=5TO14
580PRINTTAB(X,21)CHR$208.
590NEXTX
600COLOUR134
610COLOUR2
620RESTORE900
630FORI=213TO220
640READ ROW,COL
650PRINTTAB(COL,ROW)CHR$I
660NEXTI
670COLOUR3.COLOUR128
680PRINTTAB(17,16)CHR$200
690FORX=15TO14STEP-1
700PRINTTAB(17,X)CHR$201
710NEXTX
720PRINTTAB(1,16)CHR$200
730FORX=15TO14STEP-1
740PRINTTAB(1,X)CHR$201
750NEXTX
760COLOUR5
770COLOUR134
780FORX=2TO17STEP2
790PRINTTAB(X,17)CHR$225
800NEXTX
810COLOUR128
820COLOUR2
830FORI=204TO212
840READ ROW,COL
850PRINTTAB(COL,ROW)CHR$I
860PRINTTAB(COL+16,ROW)CHR$I
870NEXTI
880GCOLOR,3 VDU5.NOVE1220,522 P
RINTCHR$202 VDU4
890COLOUR1 PRINTTAB(19,16),CHR
$202
    
```

```

900DATA 21,4,21,3,20,2,19,2,19
,10,20,16,21,15,21,14
910DATA 11,0,11,1,11,2,12,0,12
,1,12,2,13,0,13,1,13,2
920COLOUR5 PRINTTAB(3,2)"PURPL
E TURTLES"
930PRINTTAB(0,26)"SCORE=",SC%
940ENDPROC
950DEFPROC INST
960CLS.COLOUR2
970PRINT"AS THE HUMBLE PORTER
""YOU HAVE BEEN CHOSEN""TO CAR
RY PARCELS""ACROSS THE RIVER."
980COLOUR1 PRINT""LUCKILY THE
RIVER""IS FULL OF TURTLES""
PROVIDING THE ONLY""MEANS OF C
ROSSING."
990COLOUR5 PRINT""YOU MUST JU
MP FROM""ONE TO ANOTHER.""BU
T MAKE SURE THE""TURTLES ARE S
TILL""THERE!!"
1000COLOUR5 PRINT"" PRESS AN
Y KEY".
1010$=GET$
1020ENDPROC
1030DEFPROC TITLE
1040COLOUR1
1050PRINTTAB(3,3)"PURPLE TURTLE
S"
    
```

PURPLE TURTLES

```

1060PROC MUSIC
1070COLOUR 2
1080PRINT TAB( 0,15 ); "INSTRUCTIONS
?"
1090H%=GET#
1100IF K%="Y" PROC INLT
1110ENDPROC
1120DEFPROC GONE
1130J=0: M=0: N=15: VDUS MOVEX%
#64,100: V%ILL: PRINT TAB( 4,VDU4
1140J=0
1150RMV EAT
1160IF G0=0 PROC COL
1170G0=G0+1
1180KILL%=0
1190PROC CHECK
1200COLOUR 3: PRINT TAB( 1,14 ),CHR#
201,TAB( 1,15 ),CHR#201;TAB( 17,14 )
,CHR#201,TAB( 17,15 ),CHR#201: COLO
UR 5
1210IF ILL%=1 THEN 1430
1220IF J%=1 THEN 1360
1230IF X%=-0 AND CARRY%=1 PROC CP5
1240IF X%=-0 OR X%=13 PROC CRO
1250+FX15
1260H%=0: IF INKEY%=-98,H%=-1
1270IF INKEY%=-99 AND X%=-20 OR X%=-18
H%=-2
1280IF INKEY%=-67,H%=-1
1290IF INKEY%=-67 AND X%=-00 OR X%=-16
H%=-2
1300IF INKEY%=-74 PROC JUMP
1310X%=-X%+H%
1320IF X%=-9K%=-0: H%=-0

```

```

1330IF M%>18 H%=-0
1340IF G0=20 PROC DIVE: G0=0
1350PRINT TAB( X%+H%,Y% ) SPA# VDUS
MOVEX%+C1,1023-((Y%+32): PRINTMAN
# VDU4: GOTO 1160
1360K%=-K%+1
1370PROC CHECK
1380IF KILL%=1 THEN 1430
1390IF J%=0 THEN 1210
1400IF K%>2: N%=-N%
1410K%=-X%+M%: Y%=-Y%+N%: PRINT TAB(
X%-M%,Y%-N% ) SPA# VDUS MOVEX%+64,
1023-((Y%+32): PRINTMAN# VDU4: IF Y%
=-2: J%=0
1420GOTO 1220
1430UNTIL X%>18 OR KILL%=1
1440ENDPROC
1450DEFPROC JUMP
1460IF H%=-2 AND X%=-0H%=-1
1470IF H%=-2 AND X%=-10H%=-1
1480J%=1: M%=-H%: H%=-0: N%=-1: K%=-0
1490IF X%<2 AND INKEY%=-99: J%=-0
1500IF X%<16 AND INKEY%=-67: J%=-0
1510ENDPROC
1520DEFPROC MUSIC
1530RESTORE 1500
1540FOR X=1 TO 8
1550READ N,D
1560SOUND( 1,-15,N,D
1570NEXT X
1580DATA 69,7,53,4,01,7,69,4,97
,7,81,4,69,7,53,4
1590FOR G=0 TO 2500: NEXT G
1600ENDPROC
1610DEFPROC CHECK
1620IF X% AND J%=1: J%=-0: PRINT TAB(
X%,Y% ) SPA# H%=-1: Y%=-15: FINUPROC
1630IF X%<13 AND J%=1: J%=-0: X%=-19: P
RINT TAB( X%,Y% ) SPA# Y%=-13: ENDPROC
1640VDUS
1650POI%=-POINT( V%+64,1014-((Y%+
2)+32) )
1660IF POI%>6 KILL%=1
1670VDU4
1680ENDPROC
1690DEFPROC SPLASH

```


BY DAVID DOBBY

BBB

```

1700COLOUR6
1710PRINTTAB(X%,Y%)SPA$
1720PRINTTAB(X%,16)CHR$226
1730GOUND0,-15,53,10
1740FOR0=1TO5000 NEXT0
1750LIFE%=LIFE%-1
1760ENDPROC
1770DEFPROC ANOTHER
1780CLS COLOUR1 PRINTTAB(3,2)"P
URPLE TURTLE3"
1790COLOUR2 PRINTTAB(0,9)"YOUR
SCORE = ";SC%
1800COLOUR3
1810IFSC%>HI% HI%=SC%
1820PRINTTAB(0,12)"HIGH SCORE =
",HI%
1830COLOUR5 PRINTTAB(0,20)"ANOT
HER GAME (Y/N)?"
1840REPEAT Z%=GET$ UNTILZ%="Y"O
RZ%="N"
1850ENDPROC
1860DEFFPROCRO
1870IFY%<0CARRY%<0 GCOL0,3.VDU5
MOVE1220,522 PRINTCHR$202.VDU4
COLOUR1 PRINTTAB(19,16),CHR$208
PRINTTAB(0,28),SPC(15)
1880IFY%<18CARRY%<1 PRINTTAB(19
,15)SPA$ PRINTTAB(0,22)"CARRYING
BAG"
1890COLOUR5
1900ENDPROC
1910DEFFPROC RS
1920SC%=SC%+50 PRINTTAB(6,26),S
C%
1930CRS%=CRS%+1 PRINTTAB(10,28)
,CRS%
1940ENDPROC
1950DEFFPROC DIVE
1960D1%=POINT( (2+P1%)*64,1014-(
(Y%+2)*32) )
1970D2%=POINT( (2+P2%)*64,1014-(
(Y%+2)*32) )
1980IFD1%<2 Y1%=17 Y2%=18
1990IFD1%<6 Y1%=18 Y2%=17
2000COLOUR6 PRINTTAB(2+R1%,Y1%
,CHR$208,COLOUR134,COLOUR5 PRINT
TAB(2+R1%,Y2%),CHR$225
2010IFD2%<2 Y1%=17 Y2%=18
2020IFD2%<6 Y1%=18 Y2%=17

```

```

2030COLOUR6 PRINTTAB(2+R2%,Y1%
,CHR$208,COLOUR134,COLOUR5 PRINT
TAB(2+R2%,Y2%),CHR$225
2040COLOUR120
2050ENDPROC
2060DEFFPROC COL
2070R1%<RND(1) P2%<RND(1)
2080IFR1%<R2% THEN2070
2090D1%=POINT( (2+R1%)*64,1014-(
(Y%+2)*32) )
2100D2%=POINT( (2+R2%)*64,1014-
(Y%+2)*32) )
2110IFD1%<5 COLOUR2 COLOUR124 F
RINTTAB(2+R1%,17),CHR$225
2120IFD2%<5 COLOUR2 COLOUR134 F
RINTTAB(2+R2%,17) CHR$225
2130COLOUR122
2140ENDPROC

```



WORLD WAR 1



The Allied forces have been driven backwards to the French coast. Cold and hungry, the army is in desperate need of food, fuel and fresh ammunitions.

As the captain of a Royal Navy gunship, you must escort a convoy of freighter ships bringing supplies to the stricken troops.

Biplanes, balloons and Zeppelins fly above you raining bullets and fire bombs down on your ship.

Armed with only a single artillery gun, you must beat off the attackers and save the waiting army.

```
5 *KEY10 OLD:M RUNIM
10MODE1 VDU23,8202;0;0;0;VDU
19,0,4,0,0,0;HI%=300
15 ENVELOPE1,131,0,0,0,0,0,0,
126,-3,0,0,126,0:PROGIN
20VDU23,224,255,0,31,63,63,30
,76,63,23,225,128,0,197,254,133,
0,128,0,23,226,1,0,163,127,162,0
,1,0,23,227,255,16,248,252,252,1
20,50,252,23,236,72,1,148,1,19,1
34,16,66,23,237,65,0,34,144,192,
137,32,130,23,228,0,1,7,31,63,12
7,255,255
```

```
30VDU23,229,63,255,255,255,25
5,255,255,255,23,230,128,240,252
,254,255,255,255,255,23,231,0,12
,62,127,255,254,252,248,23,232,2
55,127,63,31,7,1,0,0,23,233,255,
255,255,255,255,255,63,63,23,234
,255,255,255,254,252,240,128,0
```

```
40 VDU23,235,252,254,255,127,
62,12,0,0,23,238,0,1,7,15,31,63,
127,127,23,239,0,128,234,240,248
,252,254,254,23,240,127,255,255,
255,127,127,127,63,23,241,254,25
5,255,255,254,254,254,252,27,242
,31,15,7,1,0,0,1,1
```

```
50VDU23,247,248,240,224,128,0
,0,128,128,23,244,0,48,124,254,2
55,127,63,31,23,245,1,15,63,127,
255,255,255,255,23,246,252,255,2
55,255,255,255,255,255,23,247,0,
128,244,248,252,254,255,255,23,2
48,63,127,255,254,124,48,0,0
```

```
60VDU23,249,255,255,255,127,6
3,15,7,0,23,250,258,255,255,255,
255,255,252,252,23,251,255,254,2
52,248,224,128,0,0,28,252,24,60,
126,126,126,126,60,24,23,253,0,0
,128,255,127,63,31,15,23,254,126
,126,255,255,255,255,255,255
```

```
65VDU27,255,0,0,1,255,254,252
,243,240
```

```
70 B%=CHR$(224)+CHR$(225) B$=
CHR$(226)+CHR$(227) C%=CHR$(236)
+CHR$(237) D%=CHR$(228)+CHR$(229
)+CHR$(230)+CHR$(231) E%=CHR$(23
2)+CHR$(233)+CHR$(234)+CHR$(235)
F%=CHR$(238)+CHR$(239) G%=CHR$(
240)+CHR$(241) H%=CHR$(242)+CHR$(
243)
```

```
75 I%=CHR$(244)+CHR$(245)+CHR
$(246)+CHR$(247) J%=CHR$(248)+CH
R$(249)+CHR$(250)+CHR$(251) K%=C
HR$(252) L%=CHR$(253)+CHR$(254)+
CHR$(255)
```

```
80CLG LI%=3:SC%=0
```

```
90Z%=0 R1%=0 R2%=0 R3%=0 R4%=
0 R5%=0 R6%=0 R1%=1 C1%=1 E1%=1
X1%=1 U1%=1 S1%=1 G1%=1 G2%=10 B
1%=1 D1%=1 F1%=1 Y1%=1 V1%=1 T1%
=1
```

```
100G%=10:A%=RND(25)+1 B%=21 C%
=RND(34)+1 D%=4 E%=RND(34)+1 F%
=11 X%=RND(34)+1 Y%=23 U%=RND(34)
+1 V%=7 S%=15 T%=16
```

BY ADAM MASTROMARINO



88
88
88
88

```

110REPEAT
115MOVE0,95 DRAW1280,95
120COLOUR1.PRINTTAB(13,1),"LIVE
S=",L1% COLOUR3.PRINTTAB(26,
1);"HI-SCORE=";HI%
130PROCUNM PROC2LM PROCZRM PR
OCBILM PROCBIRI PROCELM PROCBRM
PROCA PROCB
140IF INKEY=-1 ANDZ%=0AND G%>1
THENG1%=G% G2%=27 Z%=1 SOUND3,-1
5,7,1
150IFRND(5)=3AND R1%=0ANDI%=4T
HEN C1%=C% D1%=D% R1%=1
160IFRND(5)=.AND R2%=0ANDV1%=7T
HEN U1%=U% V1%=V% R2%=1
170IFRND(5)=3AND R3%=0ANDF1%=11
THEN E1%=E% F1%=F% R3%=1
180IFRND(5)=3AND R4%=0ANDT1%=16
THEN S1%=S% T1%=T% R4%=1
190IFRND(5)=3AND P5%=0ANDY1%=23
THEN X1%=X% Y1%=Y% P5%=-1

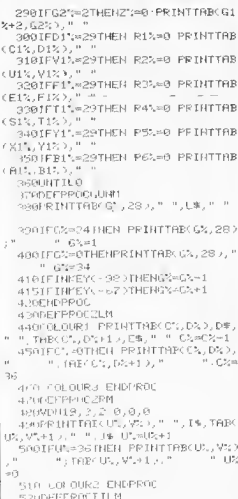
```

```

200IFRND(5)=3AND R6%=0ANDB1%=21
THEN A1%=A% B1%=B% P6%=1
210IF2%=1THENPROCF1F
220COLOUR1
230IFR1%=1THENPPRINTTAB(C1%,D1%
),," " D1%=D1%+1 PRINTTAB C1%,D1%
),K$
240(IFR2%=1THENPRINTTAB(U1%,V1%
),," " V1%=V1%+2 PRINTTAB U1%,V1%
),K$
250(IFR3%=1THENPRINTTAB E1%,F1%
),," " F1%=F1%+2.PRINTTAB E1%,F1%
),K$
260(IFR4%=1THENPRINTTAB S1%,T1%
),," " T1%=T1%+1 PRINTTAB S1%,T1%
),K$
270(IFR5%=1THENPPRINTTAB X1%,Y1%
),," " Y1%=Y1%+2 PRINTTAB X1%,Y1%
),K$
280(IFR6%=1THENPRINTTAB A1%,B1%
),," " B1%=B1%+1 PRINTTAB A1%,B1%
),K$

```

36

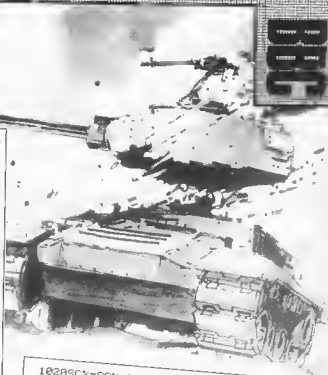


```

5400LOUR1 PRINT TAB(R1,B1),A$
" " A$=A$+1
5401IF A$=1 THEN PRINTTAB(R1,B1),
" " A$=36
5500LOUR2 ENDPROC
5600DEFPROC BIRM
5601PRINT TAB(S1,Y1)," ",B# X%
X%+1 IF X%=>9 THEN PRINTTAB(X%,Y
%)," " Y%+1
5602ENFPROC
5700LEFTPOCBM
5800PRINT TAB(E%,F%),F$," ";TAB
(E%,F%+1),G$," ",TAB(E%,F%+2),H$
;" " E%=E%+1
610IF E%=9 THENPRINTTAB(E%,F%),
" ",TAB(E%,F%+1);" ",TAB(E%
,F%+2)," " E%=36
620ENDPROC
6300DEFPROC BRM
6400LOUR1 PRINTTAB(S1,T1);" "
,F$,TAB(S1,T1+1);" ",G$,TAB(S1,T
1+2);" ",H$ S1=S1+1
650IF S1=36 THENPRINTTAB(S1,T1);
" ",TAB(S1,T1+1);" ",TAB(S
1,T1+2);" " S1=0
660 COLOUR2-ENDPROC
6700DEFPROC FIE
6800LOUR1 PRINTTAB(G1+2,G2);
;" " G1=G1+1
690PRINTTAB(G1+2,G2);K$ COLO
UR2
700ENDPROC
7100DEFPROC
720IF A1%<G1 AND A1%<G1+4 AND
B1%>27 AND G2%>1 THEN GOTO 930
730IF C1%<G1 AND C1%<G1+4 AND
D1%>27 AND R1%>1 THEN GOTO930
740IF E1%<G1 AND E1%<G1+4 AND
F1%>27 AND R1%>1 THEN GOTO930
750IF X1%<G1 AND X1%<G1+4 AND
Y1%>27 AND R5%>1 THEN GOTO930
760IF U1%<G1 AND U1%<G1+4 AND
V1%>27 AND R4%>1 THEN GOTO930
770IF A1%<G1 AND A1%<G1+4 AND
T1%>27 AND R4%>1 THEN GOTO930
780ENDPROC
7900DEFPROC A
7950LOUR2
800IF G1%<C1 AND G1%<C1+4 AND G2%
=5 THEN PRINTTAB
810IF G1%<C1 AND G1%<C1+4 AND G2%
=4 THEN PRINTTAB

```

BY ADAM MASTROMARINO



```

840IF G1%*E%+2AND G1%*E%+2AND
G2% THEN PROCHITEL
840IF G1%*E%+2AND G1%*E%+2AND
G2% THEN PROCHITEL
840IF G1%*E%+2AND G1%*E%+2AND
G2% THEN PROCHITEL
850IF G1%*A%+2AND G1%*A%+2AND
G2% THEN PROCHITEL
860IF G1%+2>X%-2 AND G1%+2<X%+
3ANDG2%+23THEN PROCHITBIR
870 IF G1%+2>S%-2 AND G1%+2<S%+
3ANDG2%+16THEN PROCHITBR
880IF G1%+2>S%-2 AND G1%+2<S%+
3ANDG2%+17THEN PROCHITBR
890IF G1%+2>S%-2 AND G1%+2<S%+
3ANDG2%+19THEN PROCHITBR
900IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%+7 THEN PROCHITR
910IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%+8 THEN PROCHITR
920ENDPROC
930SOUND0,1,6,100 PRINT TAB(G%
-1,28),C%,C%,C%,TAB(G%,27);"
";TAB(G%-1,26);" "
940LI%=-LI%-1
950FORF=1TO200:NEXT PRINT TAB
G%-1,28);" " .FORF=1TO3000
NEXTT: IFLI%=0THENGOTO1260
955CLG:GOTO30
960DEFPROCHITZL
970SC%=SC%+50:PRINT TAB(C%,D%)
";C%,C%," ";TAB(C%,D%+1);" ";
C%,C%," :SOUND0,-15,4,2
980FORF=1TO100 NEXTF
990PRINT TAB(C%,D%)," ";TA
B(C%,D%+1);" " :C%=36 G2%=3
1000ENDPROC
1010DEFPROCHITBL

```

```

1020SC%=SC%+20.PRINTTAB(E%,F%);
" ";C%," ";TAB(E%,F%+1);" ";C%,"
";TAB(E%,F%+2);" ";C%," :SOUND
0,-15,4,2
1030FORF=1TO100 NEXTF
1040PRINT TAB(E%,F%)," ";TA
B(E%,F%+1);" " :TAB(E%,F%+2);
" " :E%=36 G2%=3
1050ENDPROC
1060DEFPROCHITBIL
1070SC%=SC%+10.PRINTTAB(A%,B%);
" ";C% SOUND0,-15,4,2
1080FORF=1TO100.NEXTF
1090PRINTTAB(A%,B%);" " :A%
36 G2%=3
1100ENDPROC
1110DEFPROCHITBIR
1120SC%=SC%+5.PRINTTAB(X%,Y%);"
";C% SOUND0,-15,4,2
1130FORF=1TO100.NEXTF
1140PRINTTAB(X%,Y%)," " :X%=1
G2%=3
1150ENDPROC
1160DEFPROCHITBR

```

WORLD WAR 1

```

1170SCX=SCX+15:PRINTTAB(SX,TX);
" ",C$,TAB(SX,TX+1);" ":C$,TAB(S
X,TX+2);" ":C$ SOUND0,-15,4,2
1180FORF=1TO100:NEXTF
1190PRINTTAB(SX,TX);" ":TAB(
SX,TX+1);" ":TAB(SX,TX+2);"
":G2%=3-SX=1
1200ENDPROC
1210DEFFPROCHITZ
1220SCX=SCX+25:PRINTTAB(UX,VX);
C$;C$," ":TAB(UX,VX+1);C$;C$;" "
:SOUND0,-15,4,2
1230FORF=1TO100:NEXTF
1240PRINTTAB(UX,VX);" ":TAB(
UX,VX+1);" ":G2%=3 UX=1,
1250ENDPROC
1260CLS:PRINTTAB(12,6);"G A M E
O V E R"
1270PRINTTAB(12,7);"-----"
1280COLOUR1 PRINT TAB(11,12);"Y
OUR SCORE WAS ";SCX:COLOUR2
1290IF SCX>H1XTHEN PRINTTAB(8,1
5),"THAT IS A NEW HIGH SCORE":H1
X=SCX
1300COLOUR3:PRINTTAB(3,20),"PRE
SS SPACE BAR TO PLAY AGAIN."

```

```

1310PRINTTAB(5,21);"-----"
1315 RESTORE.FORT=1TO11:READD,P
:SOUND1,-15,P,D:SOUND1,8,8,1:NEX
T
1317 DATA12,5,8,5,4,5,12,5,8,17
,4,13,8,13,4,5,8,5,4,1,12,5
1320IFINKEY(-99)THENGOTO80 ELSE
GOTO1320
1330DEFFPROCIN
1340 COLOUR1:PRINTTAB(14,2);"W
RLDWAR 1"
1350PRINTTAB(14,3);"-----"
:COLOUR3
1360PRINTTAB(8,6);" In this gam
e you are a ship at the bottom
of the screen being shot at by
enemy fire. There are biplanes,
hot air balloons and airships z
hooting and you must blow them
up before they blow you up."
1365 PRINTTAB(9,12),"The higher
up the enemy is the more point
s you get."
1370COLOUR1:PRINTTAB(8,16);"USE
THE FOLLOWING KEYS":COLOUR2:PRI
NTTAB(16,20);"Z=LEFT";TAB(16,22)
;"X=RIGHT";TAB(14,24);"SHIFT=FIR
E".COLOUR1
1380PRINTTAB(10,20);"PRESS SPACE
BAR TO START"
1390PRINTTAB(7,30);"-----"
1400IFINKEY(-99)THEN ENDPROC EL
SE GOTO 1510
1510 IF INKEY(-99)THEN ENDPROC
ELSE GOTO 1510

```



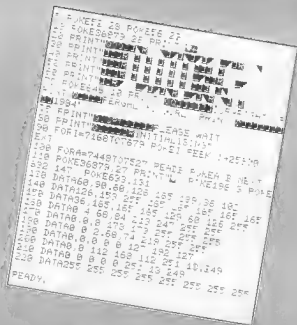
COSMIC PYRAMID PART 1

SPECTRUM

It gets very lonely and boring looking after a self automated freighter ship on a run to the distant planet Gamma L6. I mean, after the first six light years, you've already seen all the video films at least a hundred times each.

But the owners of the freighter ship have devised a game that the crewmen of the ships can play to ease the boredom. It's similar to a game called Solitaire which was quite popular during the 20th and 21st centuries. Although their game, the Cosmic Pyramid, is much more complex and absorbing. It's guaranteed to keep you occupied for at least 15 light years!

Full Instructions are included in the listing.



BY HASIT ZALA

```

40 PRINT " OIL ■ ■ AND ACIDS THE ROK
41 PRINT "
42 PRINT " AFTER COLLECTING THE REQUIRE
43 PRINT " AMOUNT
44 PRINT " OF OIL YOU MUST PROCEED IN M
45 PRINT " KING A
46 PRINT " CONNECTION TO THE OIL TANKER
47 PRINT "
48 PRINT " :ONTRLS "
49 PRINT " A-UP T-DOWN L-LEFT R
50 PRINT "
51 PRINT " PRESS A KEY TO STA
52
53 POKESD+5,B POKESD+6 248 POKESD+24 15
54 POKESD+3,1 MV=17
55
56 POKESD+12,77 POKESD+15 8 POKESD+10 5
57 FORT=17041 POKESD+1 AND255 POKESD+
58 T=255 GETA#(FAS) THEN48
59 POKESD+7,77 AND255 POKESD+8,T T) 29
60
61 POKESD+4,17 POKESD+11 33 FORD=17041
62 NEXT
63 POKESD+4,15 POKESD+11 32 NEXT GOT359
64
65 PRINTSP#TIME "■ ■
66 FOPH=1701700 NEXT GOT400
67
68 DATA169,0 133 163 169 46 133 164 16
69 0 133 165 165 207 133 165 173
70 DATA14 220 41 254 141 14 220 165 1
71 DATA41 251 133 1 160 255 200 77 16
72 145 163 192 255 200 24 166 164
73 DATA232,134 164 164 166 200 132 160
74 220 52 200 231 165 1 9 4 133
75 DATA1 173 14 220 9 1 141 14 220 173
76 24 200 41 240 165 17 14 24 200 96 255
77
78 DATA129 129 129 129 129 129 129 255
79
80 DATA0 1 254 254 150 254 1 0
81 DATA60 60 60 60 60 60 60 66
82 DATA60 61 62 62 30 14 1 0
83 DATA60 108 124 124 128 112 128 8
84 DATA0 1 14 30 62 62 61 60
85 DATA0 128 112 120 124 124 188 68
86 DATA0 14 53 95 191 158 78 58
87 DATA16 16 56 32 190 190 124 56
88 DATA255 255 125 60 24 60 66 66
89 DATA255 255 229 229 79 117 63 7
90 DATA255 255 271 271 142 206 252 266
91 4 5 31 49 112 127 60
92 DATA255 56 15 9 1 1 225 219 229
93 0 97 56 15 0
94 DATA255 0 255 255 255 255 255 255 2
95 4 6 254 254 254 134 132 132
96 DATA252 252 332 249 132 247 135 1 2
97 255 135 134 134 134 255 135
98 DATA192 192 224 56 56 255 255 19
99 192 160 160 144 144 156 154

```

The aim of Pipeline is to guide a pipe laying machine across the barren waste of Texas in search of oil wells.

You must link up with enough oil wells — at least five — before it's worth your while joining up with a tanker ship. As usual in the oil business, you are working to a very tight deadline and you'll have to be fast if you want your oil to be on the next shipment to the refinery.

Hazards threaten your venture at every turn. And you will have to be careful not to drive your pipe-laying machine into the side of a mountain.

The game does not use joysticks. Full instructions are included in the listing.

```

105 DATA0 96 128 113 128 96 64 64
106 DATA3600 3600 4050 4291 5407 4291
107 DATA4050 3600 2700 3600 4050 4291
108 DATA5407 4291 4050 3600 4291 4050
109 DATA4050 4050 4291 4817 4291 4050
110 DATA3600 4291 5407 4291 3600 2700
111 DATA2864 3215 3600 4291 4050 4291
112 DATA3600 4291 5407 4291 3600
113 DATA40 40 40 40 40 16 16 40 40
114 DATA16 16 40 16 16 40 40 38 40 16
115 DATA16 40 16 16 16 16 16 16 40 40
116 DATA40 16 16 40 35 16 16 16 16 16
117 DATA88
118 DATA4817 4817 4317 4317 3600 3600 2864
119 DATA2700 2864 2700 2400
120 DATA20 10 10 20 20 10 10 10 10 40
121 DATA5728 4291 5728 4291 5728 4291
122 DATA5728 4291 5728 6430 7217 7647
123 DATA5728 7647 6430 7647 6430 7647
124 DATA6430 7647 8101 8101 8101 8101
125 DATA8101 8101 8101 8101 8101 8101
126 DATA10 10 10 10 10 10 10 10 10 10
127 DATA10 10 45 10 10 10 10 10 10 10
128 DATA10 10 10 10 10 10 10 10 10 10
129

```

PERIOD.

COMPUTE
64

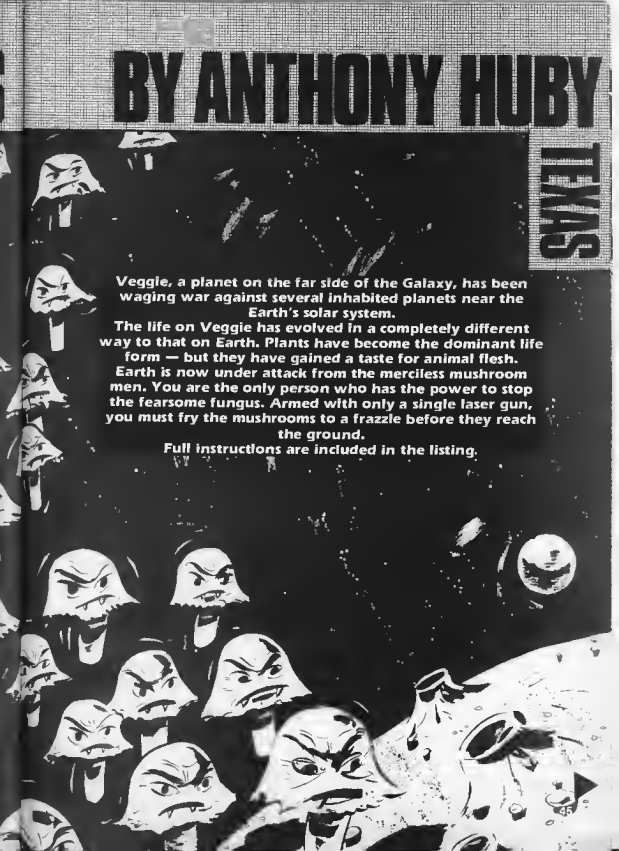
MUTANT MUSHROOMS

```
100 RANDOMIZE
110 CALL CLEAR
120 PRINT "INSTRUCTIONS":
130 INPUT "ENTER Y/N ":C$
140 IF C$="N" THEN 290
150 IF C$="Y" THEN 100
160 CALL CLEAR
170 PRINT " THE REVENGE OF THE MUTANT"
180 PRINT "*****MUSHROOMS*****"
190 PRINT "USE THE 'H' KEY FOR RIGHT" "USE THE 'Z' KEY FOR LEFT"
200 PRINT "USE THE 'F' KEY TO FIRE" "THERE ARE TEN LEVELS" "YOUR OBJECT"
210 CALL KEY(0,K,S)
220 IF S=0 THEN 210
230 CALL CLEAR
240 PRINT "AS EACH WAVE COMES THEY GET" "NEARER TO THE GROUND" "POINTS FOR E"
250 PRINT "TAB(10)" "5" "YOU HAVE THREE LIVES" "BE LUCKY"
260 PRINT "PRESS ANY KEY TO START"
270 CALL KEY(0,K,S)
280 IF S=0 THEN 270
290 CALL CLEAR
300 REM DEFINE CHARS 96 - 101 M.ROOM - 104/105 GUN - 120/121 EXPLOSION - 42/41
```

```
951E - 128 LIFE
210 FOR XX=96 TO 101
320 CALL CHAR(XX,"3C7EFF9918181818")
330 NEXT XX
340 CALL CHAR(96,"")
350 CALL CHAR(104,"181818189999FFFF")
360 CALL CHAR(105,"00000000981818FFFF")
370 CALL CHAR(120,"8124421818422481")
380 CALL CHAR(121,"9900249999240099")
390 CALL CHAR(42,"001010101038")
400 CALL CHAR(128,"00000008B2A2ACE")
410 REM DEFINE COLORS
420 CALL COLOR(9,16,1)
430 CALL COLOR(10,10,1)
440 CALL COLOR(12,16,1)
450 CALL COLOR(13,2,5)
460 CALL COLOR(2,11,1)
470 CALL SCREEN(2)
480 FOR I=3 TO 8
490 CALL COLOR(I,16,5)
500 NEXT I
510 REM SET VARIABLES
520 LIFE=0
530 RESTORE 580
540 FOR S=1 TO 6
550 H(S)=S+95
560 R(S)=1
570 READ F
580 DATA 4,9,14,19,24,29
590 COL(S)=F
```

BY ANTHONY HUBY

TEXAS



Veggie, a planet on the far side of the Galaxy, has been waging war against several inhabited planets near the Earth's solar system.

The life on Veggie has evolved in a completely different way to that on Earth. Plants have become the dominant life form — but they have gained a taste for animal flesh.

Earth is now under attack from the merciless mushroom men. You are the only person who has the power to stop the fearsome fungus. Armed with only a single laser gun, you must fry the mushrooms to a frazzle before they reach the ground.

Full instructions are included in the listing.

MUTANT MUSHROOMS

```

600 NEXT S
610 SCORE=0
620 LEVEL=1
630 REM 5L=SCORE
640 SC=1
650 GR=25
660 GC=17
670 SC=1
680 CALL CLEAR
690 FOR I=1 TO 8
700 ROW(I)=ROW(I)+LEVEL
710 CALL HCHAR(ROW(I),COL(I),K(I))
720 NEXT I
730 CALL HCHAR(C4,I,95,32)
740 CALL HCHAR(GR,GC,104)
750 TS="SCORE=_%STR$(SC)&"
760 TR=24
770 TC=8
780 GOSUB 2440
790 TS="WAVE=_%STR$(LEVEL)&"
800 TR=23
810 TC=24
820 GOSUB 2440
830 IF LIFE=10 THEN 850
840 CALL HCHAR(24,3,128,LIFE-1)
850 REM THE GAME
860 RR=INT(RND*8)+1
870 RL=RR
880 IF M(RL)=32 THEN 940
890 CALL HCHAR(ROW(RL),COL(RL),32)
900 ROW(RL)=ROW(RL)+1
910 IF ROW(RL)=23 THEN 1940
920 CALL SOUND(10,111,0,112,0)
930 CALL HCHAR(ROW(RL),COL(RL),M(RL))
940 GOSUB 760
950 GOTO 860
960 CALL KEY(O,K,S)
970 IF (K=90)+(K=46) THEN 1010
980 IF K=70 THEN 1090
1000 RETURN
1010 CALL HCHAR(GR,GC,32)
1020 GC=GC+(1*(K=ASC("I")))-(1*(K=ASC(" ")))
1030 IF GC>32 THEN 1040 ELSE 1050
1040 GC=32
1050 IF GC<2 THEN 1060 ELSE 1070
1060 GC=2
1070 CALL HCHAR(GR,GC,104)
1080 GOTO 1000
1090 REM FIRE GUN
1100 SS=1
1110 CALL SOUND(-600,-7,1)
1120 FOR I=GR-1 TO I STEP -1
1130 CALL HCHAR(I,GC,HIT)
1140 IF (HIT=96)+(HIT=97)+(HIT=98)
+(HIT=99)+(HIT=100)+(HIT=101) THEN 1210
1150 CALL VCHAR(I,GC,32)
1160 CALL VCHAR(I,GC,52)
1170 CALL SOUND(-900,4000,55)
1180 SS=SS+1

```

```

1190 NEXT I
1200 GOTO 1000
1210 REM HIT
1220 FOR S=1 TO 5
1230 CALL SOUND(-1000,-7,5*4)
1240 CALL HCHAR(I,GC,121)
1250 CALL HCHAR(I,GC,120)
1260 FOR DEL=1 TO 50
1270 NEXT DEL
1280 NEXT S
1281 CALL SOUND(-100,-7,20)
1290 SC=SC+10*LEVEL
1300 TS="SCORE=_%STR$(SC)&"
1310 TR=24
1320 TC=8
1330 GOSUB 2440
1340 FOR W=1 TO 8
1350 IF M(W)=HIT THEN 1380
1360 NEXT W
1370 GOTO 1400
1380 M(W)=32
1390 GOTO 1400
1400 CALL HCHAR(I,GC,32)
1410 SPLAT=SPLAT+1
1420 IF SPLAT=6 THEN 1440
1430 GOTO 1000
1440 LEVEL=LEVEL+1
1450 CALL SCREEN(5)
1460 SCORE=SCORE+SPLAT
1470 SPLAT=0
1480 FOR I=1 TO 5
1490 CALL SOUND(100,110*1,1,150*1,I-1)
1500 FOR LP=1 TO 50
1510 NEXT LP
1520 NEXT I
1530 FOR I=1 TO 24
1540 PRINT
1550 NEXT I
1560 CALL SCREEN(5)
1570 PRINT "END OF LEVEL";LEVEL-1;
1580 IF LEVEL>10 THEN 1770
1290 PRINT "NEW FOR LEVEL";LEVEL
1600 FOR I=1 TO 400
1610 NEXT I
1620 IF LEVEL=6 THEN 1630 ELSE 1700
1630 LIFE=LIFE+1
1640 PRINT "*****"
1650 FOR I=1 TO 10
1660 PRINT TAB(1+2);"EXTRA LIFE"
1670 NEXT I
1680 FOR I=1 TO 300
1690 NEXT I
1700 CALL CLEAR
1710 CALL SCREEN(2)
1720 FOR I=1 TO 5
1730 M(I)=1+95
1740 ROW(I)=0
1750 NEXT I
1760 GOTO 650
1770 FOR I=110 TO 220 STEP 20

```

BY ANTHONY HUBY

TEXAS

```
1780 CALL SOUND(100,1,5,1+10*(10+1),5)
1790 NEXT I
1800 CALL SCREEN(5)
1810 FOR I=1 TO 24
1820 PRINT
1830 NEXT I
1840 IF LEVEL=0 THEN 1850 ELSE 1870
1850 PRINT "WHAT_A_WALLY!";"LOST_ON_LEVEL_1"
1860 GOTO 1880
1870 PRINT "YOU SUCCESSFULLY COMPLETED_"
      LEVEL=1;"LEVELS"
1880 IF LEVEL>8 THEN 1890 ELSE 1900
1890 PRINT "A PAT ON THE BACK FOR YOU_"
1900 PRINT "!"
1910 PRINT "!";"SCORE_" ;SC;"_HITS_" ;SCORE
1920 PRINT "!";"CLEAR_AND_RUN_TO_PLAY_AGAIN"
1930 GOTO 1930
1940 CALL HCHAR(ROW(RL),COL(RL),M(RL))
1950 SCORE=SCORE+SPLAT
1960 LIFE=LIFE-1
1970 FOR I=1 TO 200
1980 NEXT I
1990 IF COL(RL)>60 THEN 2060
2000 FOR I=COL(RL)-1 TO 60-1
2010 CALL HCHAR(23,1,124)
2020 CALL SOUND(-30,-5,5)
2030 CALL HCHAR(23,1,32)
2040 NEXT I
2050 GOTO 2110
2060 FOR I=COL(RL)-1 TO 60+1 STEP -1
2070 CALL HCHAR(23,1,124)
2080 CALL SOUND(-30,-5,5)
2090 CALL HCHAR(23,1,32)
2100 NEXT I
2110 CALL SOUND(-900,-7,0)
2120 CALL COLOR(10,14,1)
2130 FOR I=1 TO 100
2140 NEXT I
2150 CALL HCHAR(6R,6C,105)
2160 FOR I=1 TO 300
2170 NEXT I
2180 CALL COLOR(10,10,1)
2190 IF LIFE=0 THEN 2360 ELSE 2200
```

```
2191 CALL SCREEN(5)
2200 FOR I=1 TO 25
2210 PRINT
2220 NEXT I
2230 PRINT TAB(12);"DOFS "!"!"
      TAB(6);"ONE LIFE GONE "!"!"
2240 FOR I=1 TO 300
2250 NEXT I
2260 FOR I=1 TO 25
2270 PRINT
2280 NEXT I
2290 CALL SCREEN(2)
2300 FOR I=1 TO 6
2310 M(I)=I+95
2320 ROW(I)=0
2330 NEXT I
2340 SPLAY=0
2350 GOTO 250
2360 CALL SCREEN(12)
2370 TR=15
2380 TC=11
2390 TS="GAME_OVER"
2400 GOSUB 2440
2410 FOR I=1 TO 100
2420 NEXT I
2430 GOTO 1770
2440 REM PRINT AT ROUTINE
2450 FOR TEXT=1 TO LEN(TS)
2460 CALL HCHAR(TR,TC+TEXT-1,
      ASC(LEFT$(TS,TEXT)))
2470 NEXT TEXT
2480 RETURN
```

A black and white line drawing of a die, showing the top face with five dots arranged in a quincunx pattern. The die is shown from an isometric perspective, with the top, front-left, and front-right faces visible. The front-left face shows two dots, and the front-right face shows one dot.

48

BY DAVID BAINES

ATARI

Computer & Video Games has a long record of publishing high-quality versions of famous board games — notably Master-Mind, chess and a particularly good computer version of Monopoly in last February's Book of Games.

So we couldn't really let this year's mega-issue go without a board game.

We consider David Baines' Yahtzee to be one of the best board game conversions we've yet seen and we think it's quite a good way to end this month's Book of Games.

```

3230 GOSUB 24000:GOTO 450
3250 GOSUB 22000:Y=1:CI(Y)=SCORE+CI(7)-CI(7)+CI(Y):IF CI(7)>63 THEN CI(8)=CI(8)+
35:FI(18)=CI(18)+35
3260 CI(8)=CI(8)+CI(Y):CI(18)=CI(18)+CI(Y):GOTO 3250
3300 GOSUB 20000:IF CI(Y)<0 THEN 4600
3310 IF Y<7 THEN GOTO 3350
3320 GOSUB 22000:Y=1:DI(Y)=SCORE+DI(16)=DI(16)+DI(Y)
3330 GOSUB 24000:GOTO 490
3350 GOSUB 22000:Y=1:DI(Y)=SCORE+DI(7)=DI(7)+DI(Y):IF DI(7)>63 THEN DI(8)=DI(8)+
35:DI(16)=DI(16)+35
3360 DI(8)=DI(8)+DI(Y):DI(16)=DI(16)+DI(Y):GOTO 3330
4500 POSITION 1,22:?" WHERE DO YOU WANT TO PUT A BLANK "GET #1,X
4510 IF X>70 THEN Y=62:GOTO 4530
4520 Y=X-64
4530 IF PP=1 THEN 4600
4535 IF PP=2 THEN 4650
4540 IF PP=3 THEN 4700
4545 IF PP=4 THEN 4750
4600 IF AI(Y)<0 THEN 4800
4810 AI(Y)=1
4820 GOTO 4900
4850 IF BI(Y)<0 THEN 4800
4860 BI(Y)=1
4870 GOTO 4900
4700 IF CI(Y)<0 THEN 4800
4710 CI(Y)=1
4720 GOTO 4900
4750 IF DI(Y)<0 THEN 4800
4760 DI(Y)=1
4770 GOTO 4900
4600 POSITION 0,22:?" THIS SPACE IS ALREADY TAKEN "FOR T=1 TO 200000
710:GOTO 442
4900 POSITION 0,22:?" PRESS ANY KEY TO CONTINUE "GET #1,X
4910 GOTO 504
5000 REM DICE DATA
5010 DATA . . . . .
5020 DATA . . . . .
5030 DATA . . . . .
5040 DATA . . . . .
5050 DATA . . . . .
5060 DATA . . . . .
7500 GRAPHICS 0:POKE 710,179:POKE 750,1
7510 POSITION 1,0:?" |FL.1 FL.2 FL.3 FL.4 "

```



YAHITZEE



```

7520 POSITION 1,2:7 " One's .....A."
7530 POSITION 1,3:7 " Two's .....B."
7540 POSITION 1,4:7 " Three's .....C."
7550 POSITION 1,5:7 " Four's .....D."
7560 POSITION 1,6:7 " Five's .....E."
7570 POSITION 1,7:7 " Six's .....F."
7580 POSITION 1,8:7 " TOTALS .....G."
7590 POSITION 1,9:7 " TOTAL THIS SEC."
7600 POSITION 0,10:7 "
7610 POSITION 1,11:7 " 3 OF A KIND...J."
7620 POSITION 1,12:7 " 4 OF A KIND...M."
7630 POSITION 1,13:7 " FULL HOUSE...I."
7640 POSITION 1,14:7 " LOW STRAIGHT...J."
7650 POSITION 1,15:7 " HIGH STRAIGHT...J."
7660 POSITION 1,16:7 " WHEELIE.....H."
7670 POSITION 1,17:7 " CHANCE.....K."
7680 POSITION 1,18:7 " GRAND TOTAL...L."
7690 POSITION 1,19:7 "

```

"100SUS 24000:RETURN

```

9500 GRAPHICS 0:POKE 752,1:POKE 706,84:POKE 709,190:POKE 710,248:POKE 711,110:PO
KE 712,248
9510 L=VEEK(741)+256*PEEK(742)
9520 RSTORE 9540
9530 FOR Q=1 TO 14:READ P:POKE L+P*6,6:NEXT Q
9540 DATA 1,2,10,11,12,13,14,15,16,17,18,19,20,21
9550 FOR Q=22 TO 25:POKE L+Q*7,7:NEXT Q:RETURN
10000 POSITION 1,1:7 " First throw "RETURN
11000 FOR Q1=1 TO R1*Y-8
11020 I=INT(RND(0)*6)+1:C=DICE)+I
11030 RSTORE 5000+(1*10)
11040 FOR X=2 TO 8:READ A$:POSITION Y,X:7 AS:NEXT X
11050 FOR S=200 TO 0 STEP -20:FOR J=1 TO 2:NEXT J: SOUND 0,8,10,12:FOR J=1 TO 2:N
EXT J: SOUND 0,0,0,0:NEXT S
12000 NEXT DECEA:TURN
12000 POSITION 1,1:7 " second throw "RETURN
13000 POSITION 2,12:7 " to change a die PRESS "C"
13010 POSITION 2,13:7 " to keep a die PRESS "K"
13020 POSITION 2,15:7 "YOU MUST PRESS C OR K FOR EACH DICE"
13050 RETURN
14000 X1=Y-10
14010 FOR K=1 TO 5:FOR Q=1 TO 2:FOR R=1 TO 10:POSITION X,Y:7 "a":NEXT K:FOR K=1
TO 10:POSITION X,Y:7 "b":NEXT K
14020 POKE 764,255:NEXT G
14030 GET #1,K:IF K<275 AND K<367 THEN 14030
14040 POSITION X,Y:7 CHR$(K):B$(B)=CHR$(K):K=K+4:NEXT B:RETURN
15000 V=PEEK(764)
0 2:NEXT X: SOUND 0,0,0,0:NEXT S
15010 FOR Y=2 TO 8:FOR X=Y TO V+5:POSITION X,Y:7 " "NEXT X:NEXT Y
15020 I=INT(RND(0)*6)+1:C=DICE)+I
15030 RSTORE 5000+(1*10)
15040 FOR S=200 TO 0 STEP -20:FOR K=1 TO 2:NEXT K: SOUND 0,8,10,12:FOR K=1 TO 2:N
EXT K: SOUND 0,0,0,0:NEXT S
15050 FOR Y=2 TO 8:READ A$:POSITION Y,X:7 AS:NEXT Y
15060 RETURN
16000 POSITION 2,12:7 "
16010 POSITION 2,13:7 "
16020 POSITION 2,15:7 "
16030 POSITION 4,10:7 "
15050 RETURN
17000 POSITION 1,1:7 " final throw "RETURN
20000 FOR D=1 TO 5
20010 IF C(D)=1 THEN S1=S1+1
20020 IF C(D)=2 THEN S2=S2+1

```

BY DAVID BAINES

ALAKI

```

20030 IF C(0)=3 THEN S3=63+1
20040 IF C(0)=4 THEN S4=64+1
20050 IF C(0)=5 THEN S5=65+1
20060 IF C(0)=6 THEN S6=66+1
20065 NEXT 0:RETURN
20070 SCORE=1*S1:RETURN
20080 SCORE=2*S2:RETURN
20090 SCORE=3*S3:RETURN
20100 SCORE=4*S4:RETURN
20110 SCORE=5*S5:RETURN
20120 SCORE=6*S6:RETURN
20130 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
20140 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
20150 SCORE=90:RETURN
20160 SCORE=90:RETURN
20170 SCORE=90:RETURN
20180 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
20190 FOR Y=2 TO 9:X=20:POSITION X,Y:IF A(Y-1)=1 THEN POSITION X,Y:Y
  " "
24002 NEXT Y
24005 FOR Y=11 TO 17:POSITION X,Y:IF A(Y-2)=1 THEN POSITION X,Y:Y "
  "
24007 NEXT Y
24010 FOR Y=2 TO 9:Y=25:POSITION X,Y:IF B(Y-1)=1 THEN POSITION 25,Y:Y
  " "
24012 NEXT Y
24015 FOR Y=11 TO 17:POSITION X,Y:IF B(Y-2)=1 THEN POSITION 25,Y:Y "
  "
24017 NEXT Y
24020 FOR Y=2 TO 9:Y=30:POSITION X,Y:IF C(Y-1)=1 THEN POSITION 30,Y:Y
  " "
24022 NEXT Y
24025 FOR Y=11 TO 17:POSITION X,Y:IF C(Y-2)=1 THEN POSITION 30,Y:Y "
  "
24027 NEXT Y
24030 FOR Y=2 TO 9:Y=35:POSITION X,Y:IF D(Y-1)=1 THEN POSITION 35,Y:Y
  " "
24032 NEXT Y
24035 FOR Y=11 TO 17:POSITION X,Y:IF D(Y-2)=1 THEN POSITION 35,Y:Y "
  "
24037 NEXT Y
24040 Y=10:Y=20:POSITION X,Y:IF A(16):POSITION X+5,Y:IF B(16):POSITION X+10,Y:Y
  C(16):POSITION X+15,Y:IF D(16)
24050 RETURN
25000 GRAPHICS 17:POKE 709,20:POKE 709,5:POKE 710,12:POKE 711,20:POKE 712,50
25005 FOR S=230 TO 0 STEP -10:SOUND 0,3,80,10:BEAT Y,X
25010 POSITION X,Y:Y "Yah!Za"
25015 FOR S=1 TO 20:NEXT X:NEXT S
25020 SOUND 0,0,0,0:SOUND 1,0,0,0:RETURN
25030 GRAPHICS 18:POKE 712,220
25040 POSITION 1,3:Y "PLAYER 1 SCORE "A(16)
25050 POSITION 1,5:Y "PLAYER 2 SCORE "B(16)
25060 POSITION 1,7:Y "PLAYER 3 SCORE "C(16)
25070 POSITION 1,9:Y "PLAYER 4 SCORE "D(16)
25080 IF A(16):B(16) AND A(16):C(16) AND A(16):D(16) THEN 26100
25090 IF B(16):C(16) AND B(16):D(16) AND C(16):D(16) THEN 26100
25100 IF C(16):D(16) AND C(16):A(16) AND C(16):B(16) THEN 26100
25110 IF D(16):A(16) AND D(16):B(16) AND D(16):C(16) THEN 26100
25120 POSITION 2,1:Y "Player 1 wins "2000 25090
25130 POSITION 2,1:Y "Player 1 wins "2000 25090
25140 POSITION 2,1:Y "Player 1 wins "2000 25090
25150 POSITION 2,1:Y "Player 1 wins "2000 25090
25160 POSITION 2,1:Y "Player 1 wins "2000 25090
25170 POSITION 2,1:Y "Player 1 wins "2000 25090

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